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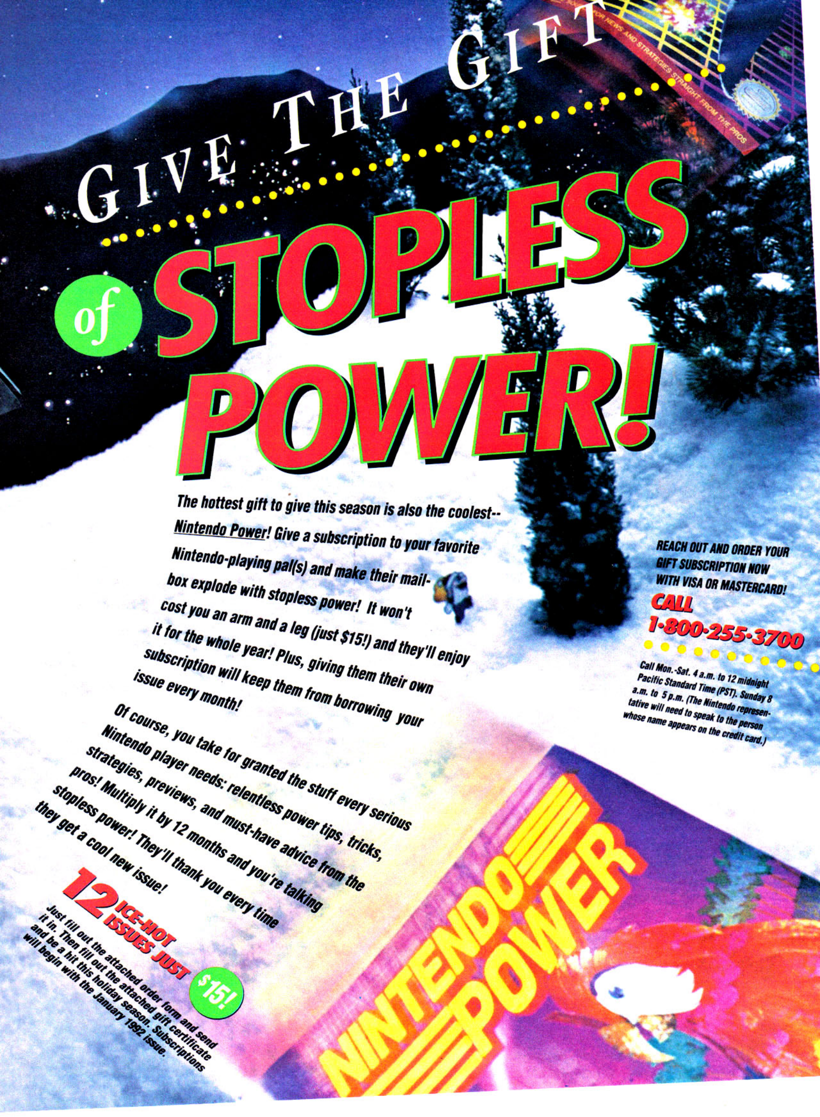

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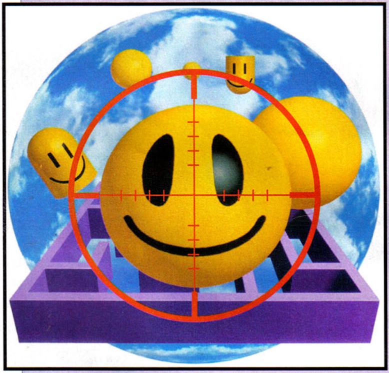
THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

POWERLINE

● This month in the Super NES Showcase, we take a look at three of the newest 16-bit titles, including **Super Tennis, U.N. Squadron** and **Super Baseball Simulator 1.000**. Sports games take on a whole new realistic feel on the Super NES. The tennis game puts you right on center court—sometimes struggling with your backhand! And Super Baseball Simulator 1.000 gives you the ability to do just about everything but put pine tar on your bat.



● The NES version of **Final Fantasy** has been in Nintendo Power's Top 10 for over a year, and fans have been clamoring for a sequel. Wait no longer, fantasizers, **Final Fantasy II** is here—on the Super NES! Imagine enemies rendered in gorgeous 16-bit graphics and sound that is nothing short of superb. Our review of Final Fantasy II will give you a taste of this fantastic adventure.

● If you think all jet fighting simulators are the same, **NES Ultimate Air Combat** will change your mind. As you'll see in our review, there are two very different flying modes that set this title apart from all others. Add some great digitally-sampled voices and a wide variety of missions, and you get a game that really turns and burns!

● Also this month we scope out the antics of the official "modern Stone Age family." When we first saw an early version of **The Flintstones** for the NES, we knew it was going to be really cool. Dino and Hoppy have been "dino-napped" by aliens from the future, but never fear! Fred and Barney are here! All they have to do is find the parts for a time machine that they can use to go after those pesky aliens.

● Another animated classic, **Tom & Jerry**, is also coming to the NES. They've been hassling each other for decades, and now Tom has trapped Jerry's nephew, Tuffy, in the attic. This month's review includes a map that will come in handy.

● And finally, happy faces get their just rewards in a soon to be released Game Boy title from Bullet Proof Software. **FaceBall 2000** lets you wipe the smiles off lots of little faces! Be sure to check out the special **FaceBall 2000 "Have a Nice Day" contest** on page 66. Everybody can win this one!

NINTENDO POWER®

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VOLUME 30—NOVEMBER 1991

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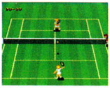

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MAILBOX

This Month: Letters From Game Link Dreamers

Readers came up with some interesting pairings in response to our request for dream Game Link matches. Ideas ranged from body-slamming the Hulkster to joining forces with Link to terminating Arnold. This month's Player's Pulse features some of the ideas we received.

HASTA LA VISTA, BABY

I think a great Game Link match would be Arnold Schwarzenegger and me playing Fortified Zone. Arnold would probably like the shoot-em-up because of his action roles in the Predator and the Terminator films. I would let him win though, because if he lost he would probably crush the Game Boy in one hand and my face in the other!

Cory Barack
Neffs, OH

A NATURAL LINK

I would like to Game Link with Link. We could fight together and destroy everything that we could shake a sword at, and we would take shifts to beat the Darknuts. When we saved Princess Zelda, we would celebrate our victory with Pepsi and chips, then we would split up the jewels.

Michael Sanders
Prestonsburg, KY

CAN HE REALLY CRUISE?

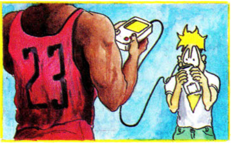
If I could Game Link with a celebrity it would be Tom Cruise. He's a great actor, but I wonder how good he really is at playing Days of Thunder!

Brandon Lee
Batesville, AR

GIVE HIM SOME AIR TIME

My Game Boy Dream Link would be to play One-on-One with Michael Jordan in LJN's NBA All-Star Challenge. It's right after the last game of the NBA's Final Four. Jordan is in the locker room playing NBA Challenge to relax, and I walk in and ask him if to autograph my copy of the game. He says, "sure" then, "How about a couple of games?" We play four quarters of super Game Boy action. When it is all over, Michael says, "Next time, Aaron, I'm going to win!"

Aaron Reitmeier
Crookston, MN



SOVIET LINK

My dream Game Link would be to play Tetris against Soviet president, Mikhail Gorbachev. I think it would be fun to study his strategy and maybe even beat him.

Adam Gardner
Denver, CO

BUMPERCARS WITH BILL

I read your request for Game Boy Dream Links in the last issue and decided to send mine. My dream is taking the NASCAR Challenge with Bill Elliott. The man says, "Start your engines!" The engines roar, we take a few warm-up laps, then the pace car ducks out and the race begins. I race nose and nose with Elliott for 99 of the 103 laps in the race, then he crashes into me. I make an outstanding recovery, everyone starts to scream, and I actually win!

Alan Fowler
Utica, NY

BO KNOWS HOW TO

In my Game Link fantasy, I dream about pitching to Bo Jackson in Bo Jackson's Hit and Run. It's the bottom of the ninth, there are two out, and the count is three and two. My team is leading when Bo steps up to the plate. The bases are loaded. Here's the pitch! Bo swings . . . and misses! My pitch wins the game.

Randy Vena
Elizabeth, NJ

CONTEST WINNER MEETS NASCAR GREAT

When Lee Mullen was selected as the Player's Poll Contest grand prize winner for April, he won the trip of a lifetime. The twelve-year-old winner from New Meadows, Idaho, took his whole family to see Bill Elliott and other NASCAR legends mix it up at the Diehard 500 held last July at Alabama's famous Talladega Super Speedway.

On race day, the Mullens toured the pit area, met Elliott, and got a close look at his car before heading for the stands to watch one of the most exciting races ever held at Talladega. The competition was hot from the first lap to the checkered flag, with drivers running flat out and trading the lead back and forth all afternoon.

Lee had an opportunity to meet Bill Elliott just before he donned his racing suit and climbed behind the wheel at the Diehard 500.

Bill Elliott
Ready for the race to start, Elliott is totally focused on the job ahead.

The final lap had all 100,000 fans on their feet as Bill Elliott whipped his car out of the slipstream and pulled alongside Dale Earnhardt. The two screamed down the last stretch side by side, but Earnhardt nosed out Elliott for the flag. With a finish as exciting as that, the difference between first and second didn't matter to Lee and his family, though it probably did to Bill Elliott!

The race capped an exciting weekend for the Mullen family. And when you consider that Lee's entry almost stayed in his mother's purse instead of being sent, you realize how lucky he was to win. Lee and his mother thought that a kid from a town as small as New Meadows had little chance of winning a contest, but he wanted to send his poll card in anyway. It's a good thing that he kept pestering his mother until she mailed it, though, because she almost didn't! She finally dropped it in the mail to keep him from bugging her about it, and lo and behold, that very card was drawn.

Nintendo Power subscribers are probably aware of the special offers we sometimes make as incentives to renew. In the past, we've included bonuses such as a Dragon Warrior game pak and the Player's Guide book series. Now we want you to tell us what would make renewing absolutely irresistible for you. A new car? A recording contract? A ride on the space shuttle? Send your ideas to the following address:

Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA
98073-9733

·THE·
FLINTSTONES®

The Rescue of Dino & Hoppy

Yabba Dabba Doo™! The crazy caveman antics of Fred Flintstone and his modern Stone Age family are on their way to the NES with the same comic fun that made the Flintstones cartoon a TV classic. Fred runs with a fast and funny flurry of feet, smashes zany creatures by swinging a big stone club and climbs the cliffs of Bedrock with kooky cartoon flair. A mad scientist from the 30th Century has petnapped Dino and Hoppy. Now it's up to Fred to piece together the Great Gazoo's time machine and follow the pets into the future.

GAME PAK · DATA BOX

THE FLINTSTONES

TAITO

MEMORY	1M x 2M	
	——	MMC3

POWER METER	
Graphics & Sound	4.1
Play Control	3.3
Challenge & Excitement	3.5
Theme & Fun	4.2

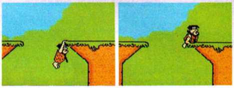
·THE· FLINTSTONES®

FRED'S FANCY FOOTWORK

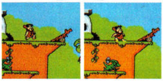
Our modern Stone Age hero runs through his rocky world with fast feet and a big club. He can jump to avoid quick creatures or knock 'em with his weapon and collect coins. This prehistoric land is full of foes, so it'll pay for Fred to stay on his toes.

Hang In There!

You can feel the rocks rumble when Fred grabs onto a cliff and swings before he pulls himself up.



Run, Slide, Stop!



Fred runs through Bedrock with Yabba Dabba Doo style and puts on the brakes with a show-off slide.

Master Your Tools

Special tools, like Fred's stone axe, really help him take on tough characters.

Jump

Fred can jump on his own, but he really hits high places with his springy kangaroo pal for a cost of five coins a hop.

Fly

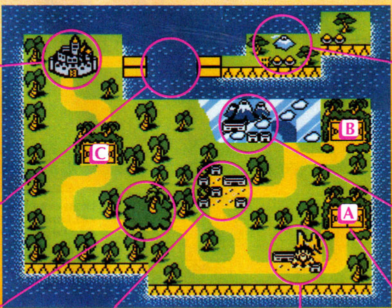
By strapping on a pair of wings, Fred can fly over dangers on the ground. Air travel, though, can be expensive.

Dive

Goggles and a mask help Fred speed through underwater Bed Rock and cross over bottomless pits at a cost of four coins per stroke.

BEDROCK AND BEYOND

The pieces of Gazoo's time machine are all over Fred's home town and the surrounding area. If Fred can defeat the creatures that guard the machine's parts, Gazoo will be able to piece the invention together and send Fred to the final stage in the 30th Century.



Cave

This maze-like underground stage is populated by creepy creatures and crooks on the lam. Watch it, Fred!

Tea Rock

This island in the north has a lot of similarities to the Far East. Fred'll have to combat martial artists here.

Under the Sea

The fiendish fish below Bedrock aim to cut short Fred's swim to Tea Rock. They're very tricky.

Icy City

It's almost impossible for Fred to stop in slippery Ice City. He'll really have to move quickly.

Jungle

Barney's in the jungle, waiting to give Fred advice on how he can beat a coconut-tossing kook.

Reef Rock

This town is tough. Fred's going to have to watch for crooks and watch his step in the underground.

Bedrock

Fred's town includes wide gaps that he'll only be able to cross by jumping and grabbing hold on the other side.

Basket Rock

Courts A, B and C give Fred a chance to show off his Stone Age basketball skills and earn special abilities.

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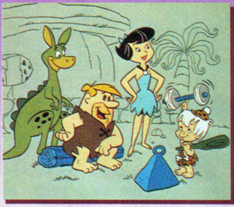
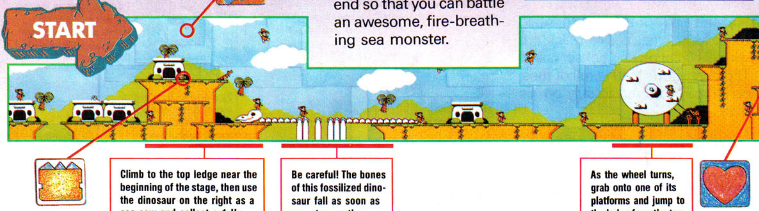
BEDROCK

This section of Fred's home town is built on a series of ledges and slopes. If you learn how to grab onto a ledge and pull yourself up right away, you'll be able to make it to the top of a bluff and spring upward to a 1-Up. Grab an axe when you get near the end so that you can battle an awesome, fire-breathing sea monster.





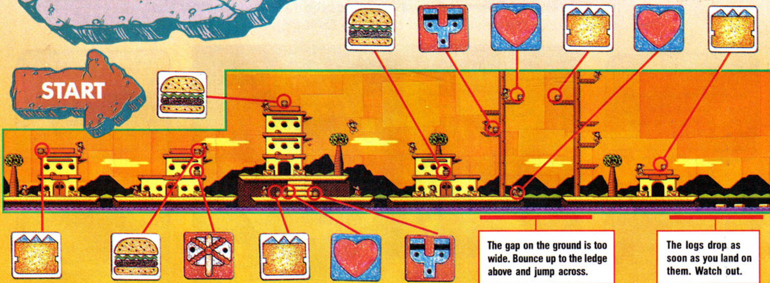
Climb to the top ledge near the beginning of the stage, then use the dinosaur on the right as a see-saw and collect a 1-Up.

Be careful! The bones of this fossilized dinosaur fall as soon as you step on them.

As the wheel turns, grab onto one of its platforms and jump to the ledge from the top.

REEF ROCK

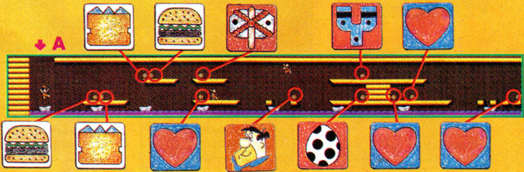
The buildings of Reef Rock are packed with crooks on the run. Find a slingshot and use it to stop those characters before they have a chance to set their aim on you. The building also features trampoline-like awnings. Jump onto them and bounce to high ledges.



The gap on the ground is too wide. Bounce up to the ledge above and jump across.

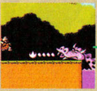
The logs drop as soon as you land on them. Watch out.

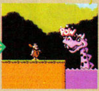
Your only transportation across the long expanses of water in this underground lair is a small raft. Try to keep track of it while you're climbing on the higher ledges. If you miss the boat, you'll be stranded.



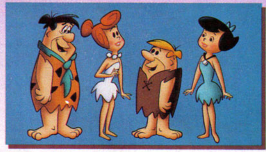
Knock Out The Monster

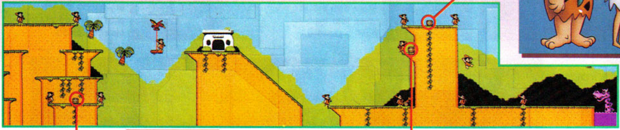
With a huge flurry of flames, the monster of Bedrock singes anyone close. Jump out of the way and toss axes in its direction.


Jump out of the way when the monster flames on.



Move in and toss a few axes toward the monster.

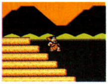


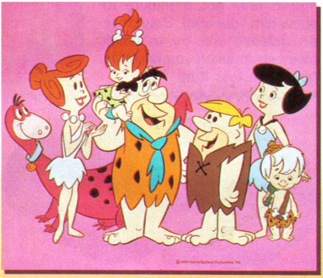


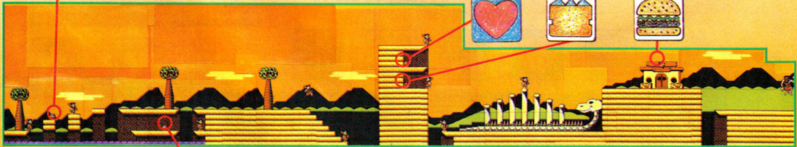
A tired pterodactyl flies across the ravine. Ride on its log, then jump.

Slide 'til you reach the bottom of this slope, then jump before you fall.

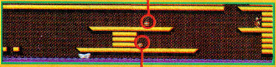
Since you don't have the wings yet, you'll have to go below in order to cross this barrier.


Drop down and work your way to the other side.



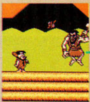


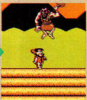
The third platform breaks when you jump onto it. Jump off quickly.



An Axe For An Axe

When you catch up with Wilma, she'll give you an axe. Use it to fight off the attacks of the axe-wielding caveman at the end of the stage.


Toss the axe toward the caveman.

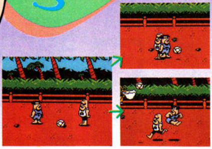

Run under the caveman when he jumps.

SPECIAL STAGES

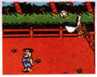
BASKET

Body Language

Winner takes all in this match. Don't hold anything back. When your opponent has the ball, face off with him and hit him with your hip. That should knock the ball loose so that you can scramble for it and take it in.

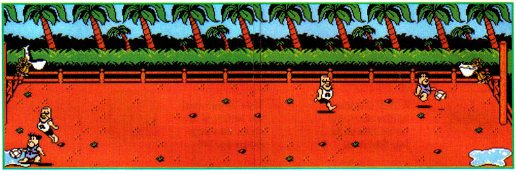


You'll only be able to knock the ball loose from behind when your opponent is shooting.



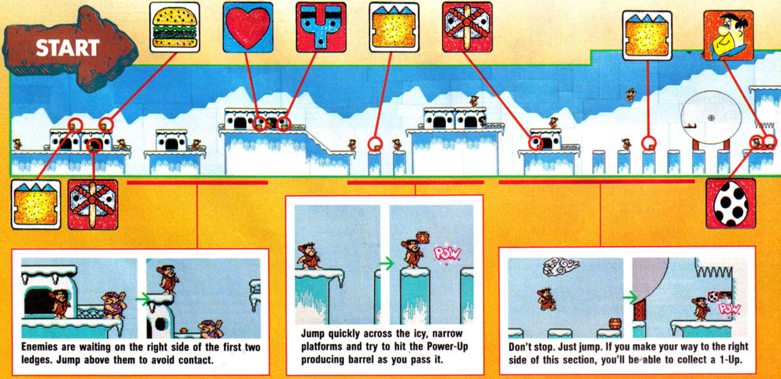
Put the ball up when the mouth of this prehistoric pelican is wide open and you'll earn two points.

There are three Basket Rock courts in the vicinity of Bedrock. When you beat the king of the courts at his own game, he'll reward you with a special item. You've only got a minute to show him your stuff. Stay close on defense and try to break away clean when you have the ball. Then toss it in!



ICY CITY

Don't even think about trying to stop cold in the frozen tundra of Icy City. If you put on the brakes, you'll skid halfway to the tropics. Just keep moving, jump quickly and try to stay warm. If you've earned the ability to fly, it'll really be useful.



Enemies are waiting on the right side of the first two ledges. Jump above them to avoid contact.

Jump quickly across the icy, narrow platforms and try to hit the Power-Up producing barrel as you pass it.

Don't stop. Just jump. If you make your way to the right side of this section, you'll be able to collect a 1-Up.

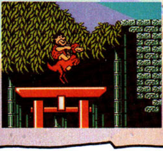
BALL

THE FLINTSTONES®

There are only three courts and no rematches. In order to earn all of the items, you'll have to win all of the matches.

Court A

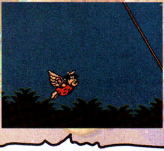
Win the first match and you'll be able to call on a kangaroo for super high jumps.



There are areas where this high-flying 'roo will come in handy.

Court B

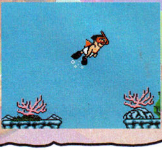
With a victory in Court B, you'll be able to strap on wings and take to the sky.



Save your coins to take an expensive flight over danger.

Court C

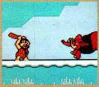
Beat the pro in Court C and he'll hand over a complete set of diving equipment.



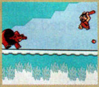
Moving through the water will be a snap with diving equipment.

Out-Move The Mammoth

It's impossible to jump over the charging mammoth without getting hit. Make sure that you're powered up. Then quickly club it.

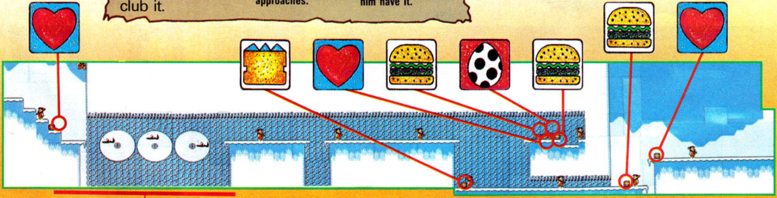


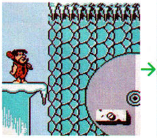
Power up your swing as the mammoth approaches.



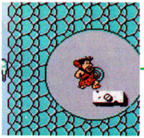
When the mammoth is within range, let him have it.

©1987 Hanna-Barbera Productions, Inc.

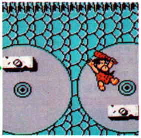




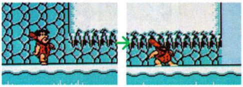
Jump when the first rotating platform is just below. Then hang on!



Walk off the first platform as the second one passes by.



Jump lightly and grab onto the third rotating platform.

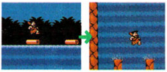


You should have no problem in clearing the low spikes here. Just run, duck and slide on the ice to the other side.

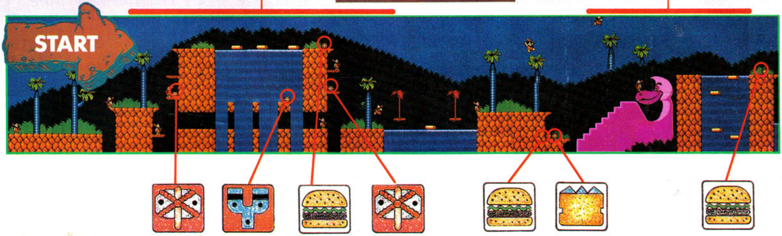
JUNGLE

Barney has been fighting through this dense area in search of a piece of the time machine. Pick up where he left off and take his advice on how to defeat the coconut-tossing creep at the end. You'll come across many tricky jumps on your way through the jungle. Be careful as you go.

If you don't make it all the way across this expanse by jumping on the logs up top, you can still land safely and jump on the rocks below.

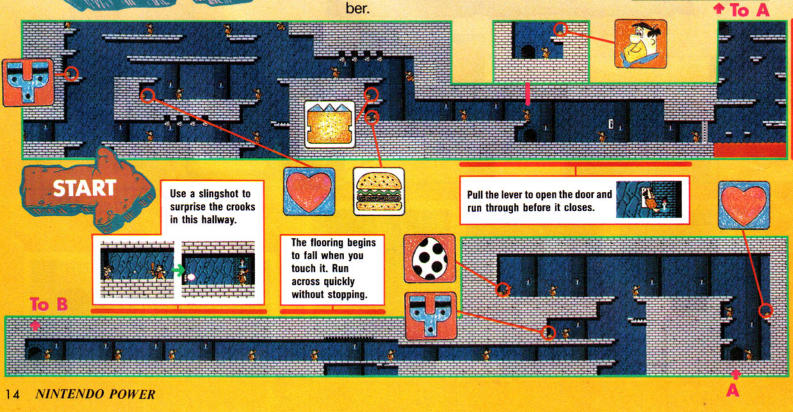


Hop quickly across the logs here or you'll only be able to save yourself by flying.



CAVE

The many passages of this cavern maze are populated by skeletons, bats, escaped crooks and a mysterious vampire. Work your way through the passages, collect as many Power-Up items as you can find and make sure that you accumulate plenty of coins so that you can fly out of a difficult vertical chamber.



Pull the lever to open the door and run through before it closes.

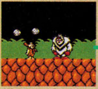
Use a slingshot to surprise the crooks in this hallway.

The flooring begins to fall when you touch it. Run across quickly without stopping.

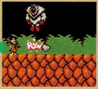
THE FLINTSTONES®

Use Your Coconut

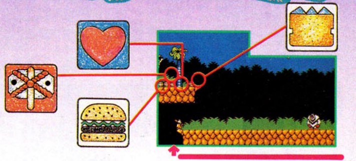
The clown at the end of this stage drops coconuts in an attempt to bowl you over. Hit them with your club and send them back.

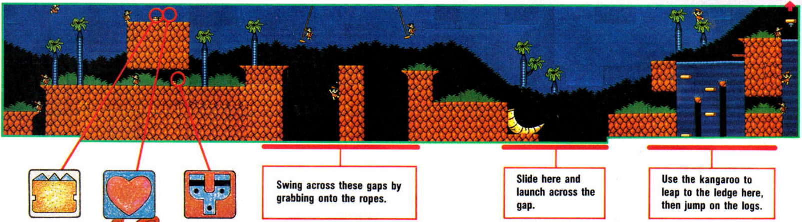


Watch out for falling coconuts.



Send the coconuts back and knock out the enemy.

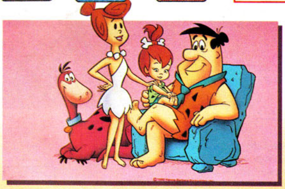




Swing across these gaps by grabbing onto the ropes.

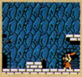
Slide here and launch across the gap.

Use the kangaroo to leap to the ledge here, then jump on the logs.

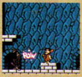


Beat On The Bat

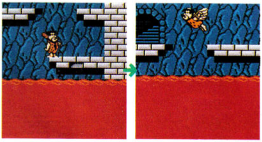
The vampire of the cave releases bats, then flies to a new perch when you hit him. Wait until the club is at full power and swing when you've got a good shot.



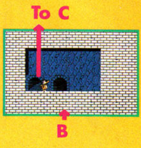
Avoid the bats and wait 'til your club is at full power.

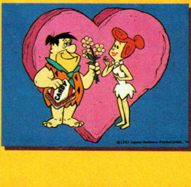


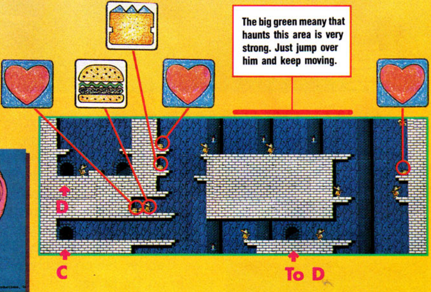
Let the vampire have it when he gets into your range.



As soon as you enter this chamber, it begins to fill up with red hot lava. If you have at least 50 coins and the wings, you can fly to safety.



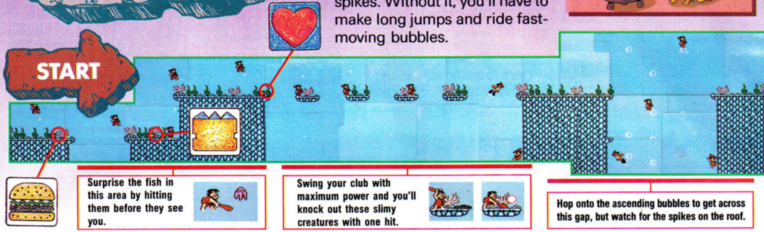




The big green meany that haunts this area is very strong. Just jump over him and keep moving.

UNDER THE SEA

If you didn't win the last Basket Rock challenge for the diving gear, you'll have a hard time getting through this underwater area. You can use the gear to float safely over bottomless crevices and under dangerous spikes. Without it, you'll have to make long jumps and ride fast-moving bubbles.



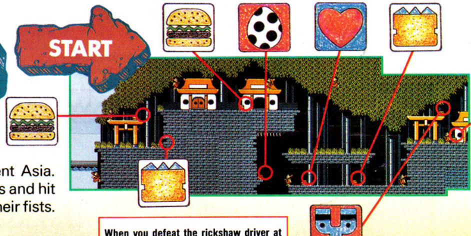
Surprise the fish in this area by hitting them before they see you.

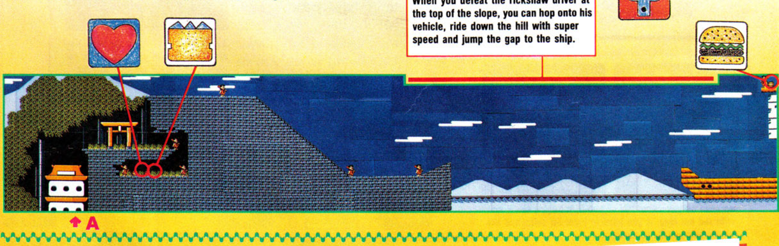
Swing your club with maximum power and you'll knock out these slimy creatures with one hit.

Hop onto the ascending bubbles to get across this gap, but watch for the spikes on the roof.

TEA ROCK

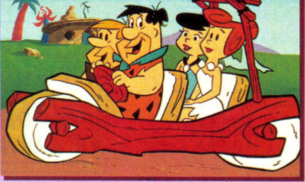
The Tea Rock area is very similar to Ancient Asia. Watch carefully for masters of the martial arts and hit them with your club before they hit you with their fists. The Sumo Dino at the end is very tough.



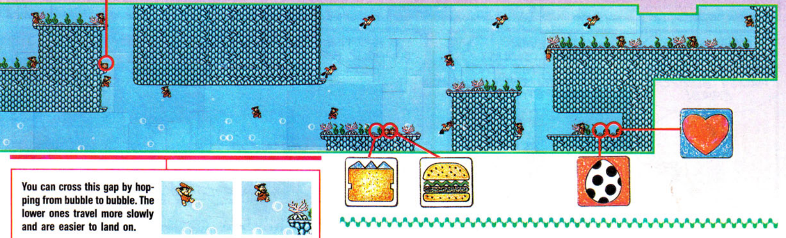


When you defeat the rickshaw driver at the top of the slope, you can hop onto his vehicle, ride down the hill with super speed and jump the gap to the ship.

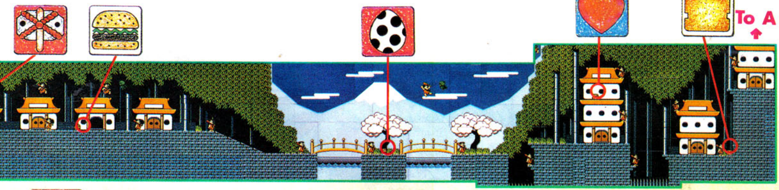
After you've collected the last piece of Gazoo's amazing time machine, he'll send you centuries into the future so that you can fight through one last stage and save your helpless pets. When you zap ahead to the 30th Century, you'll meet George Jetson and he'll clue you in on Dr. Butler.

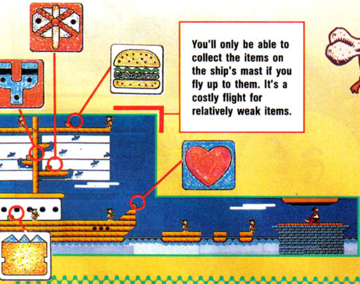


THE FLINTSTONES®



You can cross this gap by hopping from bubble to bubble. The lower ones travel more slowly and are easier to land on.

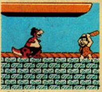




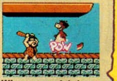
You'll only be able to collect the items on the ship's mast if you fly up to them. It's a costly flight for relatively weak items.

Defeat The Dino

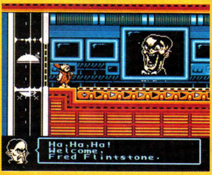
The Sumo Dino is sturdy and a strong fighter. You'll only stand a chance by fighting with quick and powerful swings.



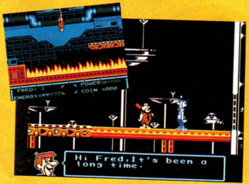
Avoid the strong wrestling dinosaur as you power your club.



When your club is at full strength, hit the dinosaur with all of your power.



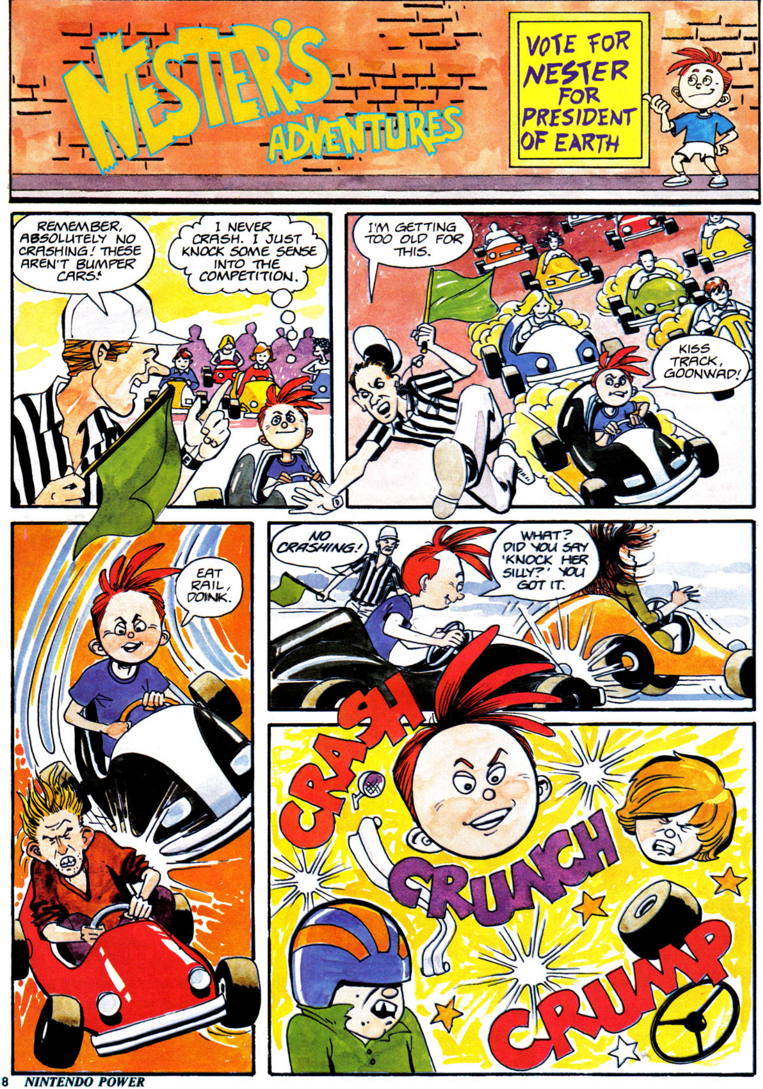
Ha,Ha,Ha!
Welcome,
Fred Flintstone.

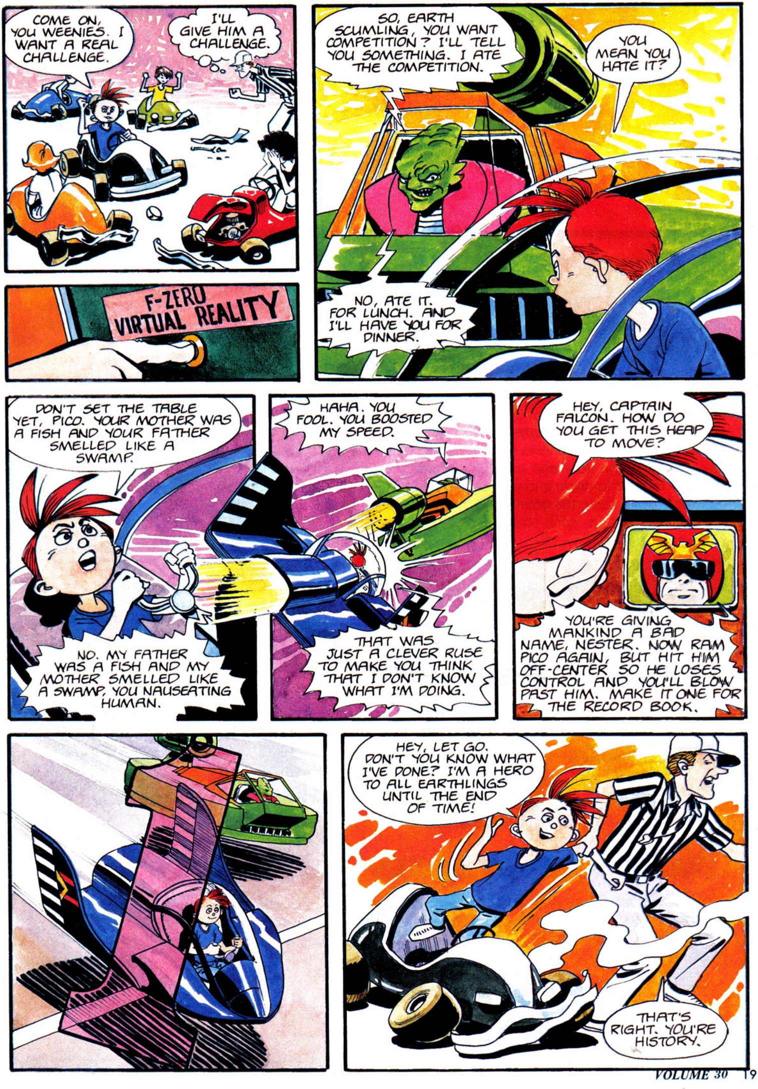


FRED= 1 POWER=
ENERGY= COIN =000

Hi Fred,It's been a long time.

The insidious Dr. Butler is holed up in his high-tech laboratory. Use your Stone Age tools to scrap his Space Age inventions and continue your search for Dino and Hoppy.


NESTER'S ADVENTURES
VOTE FOR NESTER FOR PRESIDENT OF EARTH
REMEMBER, ABSOLUTELY NO CRASHING! THESE AREN'T BUMPER CARS!
I NEVER CRASH. I JUST KNOCK SOME SENSE INTO THE COMPETITION.
I'M GETTING TOO OLD FOR THIS.
KISS TRACK, GOONWAD!
EAT RAIL, DOIINK.
NO CRASHING!
WHAT? DID YOU SAY 'KNOCK HER SILLY?' YOU GOT IT.
CRASH
CRUNCH
CRUMP


COME ON, YOU WEENIES. I WANT A REAL CHALLENGE.
I'LL GIVE HIM A CHALLENGE.
F-ZERO VIRTUAL REALITY
SO, EARTH SCUMLING, YOU WANT COMPETITION? I'LL TELL YOU SOMETHING. I ATE THE COMPETITION.
YOU MEAN YOU HATE IT?
NO, ATE IT. FOR LUNCH. AND I'LL HAVE YOU FOR DINNER.
DON'T SET THE TABLE YET, PICO. YOUR MOTHER WAS A FISH AND YOUR FATHER SMELLED LIKE A SWAMP.
NO. MY FATHER WAS A FISH AND MY MOTHER SMELLED LIKE A SWAMP, YOU NAUSEATING HUMAN.
HAHA. YOU FOOL. YOU BOOSTED MY SPEED.
THAT WAS JUST A CLEVER RUSE TO MAKE YOU THINK THAT I DON'T KNOW WHAT I'M DOING.
HEY, CAPTAIN FALCON. HOW DO YOU GET THIS HEAP TO MOVE?
YOU'RE GIVING MANKIND A BAD NAME, NESTER. NOW RAM PICO AGAIN, BUT HIT HIM OFF-CENTER SO HE LOSES CONTROL AND YOU'LL BLOW PAST HIM. MAKE IT ONE FOR THE RECORD BOOK.
HEY, LET GO. DON'T YOU KNOW WHAT I'VE DONE? I'M A HERO TO ALL EARTHLINGS UNTIL THE END OF TIME!
THAT'S RIGHT. YOU'RE HISTORY.

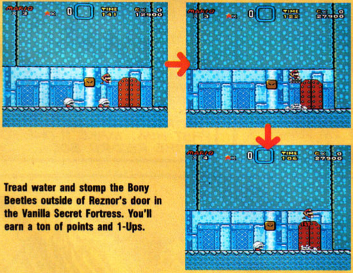
CLASSIFIED INFORMATION

SUPER MARIO WORLD

From Special Agent "Sid"

Fill Up On 1-Ups

Just before you meet Reznor in the Vanilla Secret Fortress, you can earn a sizable number of 1-Ups by stomping the Bony Beetles in front of Reznor's door. Swim to the door and tread water over the Beetles. Then drop down and stomp them repeatedly without touching the ground. You'll earn more and more points for each stomp and, eventually you'll earn 1-Ups.

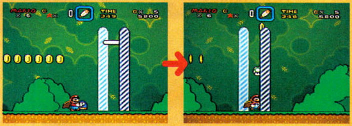


Tread water and stomp the Bony Beetles outside of Reznor's door in the Vanilla Secret Fortress. You'll earn a ton of points and 1-Ups.

Exit Gate Bonus

If you carry a P-Switch or a Shell through an Exit Gate, it will turn into one of four different Power-Up items. What the P-Switch or Shell turns into depends on Mario's condition and what Power-Up item is in the Item Reserve Box. The table below shows how you can figure out what will appear.

MARIO	ITEM BOX	POWER UP
Small Mario	Empty	Super Mushroom
	Super Mushroom	1-Up
	Fire Flower	Super Mushroom
	Cape Feather	Super Mushroom
Super Mario	Empty	Super Mushroom
	Super Mushroom	1-Up
	Fire Flower	Super Mushroom
	Cape Feather	Super Mushroom
Fiery Mario	Empty	Fire Flower
	Super Mushroom	Fire Flower
	Fire Flower	1-Up
	Cape Feather	Fire Flower
Caped Mario	Empty	Cape Feather
	Super Mushroom	Cape Feather
	Fire Flower	Cape Feather
	Cape Feather	1-Up



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

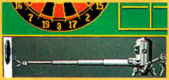
NINTENDO POWER

ROMSTAR MAGIC DARTS

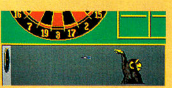
From Agent #301

Tricky Tosses

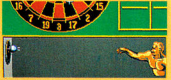
When you compete against a computer-controlled player in this NES dart game, you may see your opponent perform some pretty amazing stunts. Our agents have discovered that you too can toss the darts with finesse. The Robot, Monkey, "Macho" Man and Alien are all capable of making tricky tosses. When you're controlling the Robot, center your shot horizontally and vertically, then toss the dart with half power and the Robot will extend its arm to the board for a super accurate shot. The Monkey, not being an animal of great accuracy, can instead toss a dart behind its back. To make the Monkey perform this trick, press and hold the B Button while the Monkey throws and its next toss will be behind the back. If you'd like to make the "Macho" character toss a board-shaking super shot, have him toss the dart with maximum power. It'll hit the board with immense force about one third of the time. The Alien has the power to freeze a dart in mid-flight and direct it to anywhere on the board. You'll meet with success with this maneuver usually on the third shot of the turn. While the dart is in the air, press and hold the A and B Buttons to make it stop. Move it by pressing Up, Down, Left and Right on the Control Pad, then release the buttons when you're on the desired target. Bullseye!



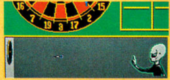
Center the aim and release the dart with half of the maximum power to extend a Robot arm toward the board.



The Monkey shows off with a behind-the-back shot if you press and hold the B Button on the previous toss.



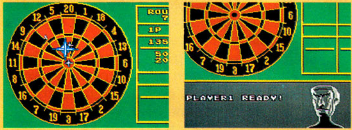
Have the "Macho" man throw the dart with maximum power to make a board-shaking play.



The Alien can freeze and re-aim the dart in mid-flight if you press and hold the A and B Buttons.

Alien Change

Since the Alien has total control of the dart in flight (as described in the previous tip), you'll have no trouble in making it throw a dart that hits the fly buzzing around the dart board. Once it successfully tags the insect, the Alien will undergo a transformation. Weird!



PLAYER1 READY!

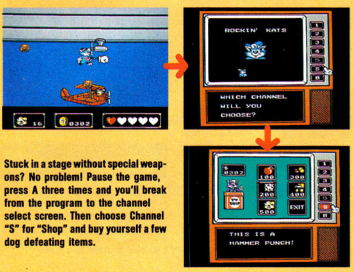
By using his incredible Alien power, you can make this creature from another world hit the fly on the board and transform!

Rockin' Kats

From Agent #986

Commercial Break

If you're in the middle of an action-packed episode of this cat-chases-dog adventure and you're in need of a special weapon, you can break from the episode instantly with a quick code. Just press the Start Button to pause the game, then press the A Button three times. You'll go back to the channel select screen where you'll be able to tune-in to the shopping channel and buy items or play a bonus game to earn some cash!



ROCKIN' KATS

WHICH CHANNEL WILL YOU CHOOSE?

THIS IS A HAMMER PUNCH!

Stuck in a stage without special weapons? No problem! Pause the game, press A three times and you'll break from the program to the channel select screen. Then choose Channel "S" for "Shop" and buy yourself a few dog defeating items.

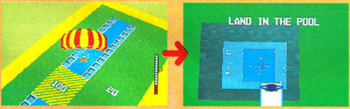
CLASSIFIED INFORMATION

Pilotwings™

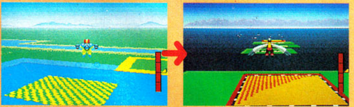
FROM AGENT #672

Bonus Stages

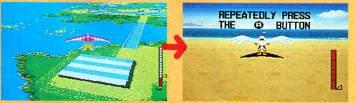
Daredevil landings in three of the events of this flight simulation game will net you a lot of points and a chance to participate in three other fun flights. In the parachuting event, there is a platform that moves back and forth in a body of water next to the bullseye. Land safely on it and you'll earn 100 points, plus you'll be sent to a bonus stage where you control the flight of a diving penguin as it plummets toward a pool! When you strap on the Rocketbelt, you'll take off from a moving platform in the water. Carry out the tasks of the event, then land on the same platform. You'll earn 100 points for the landing and you'll go to a bonus stage where you'll attempt to bounce off several trampoline like platforms and cross great expanses of water. If you master the hang gliding event and land on a platform in the water, you'll again earn 100 points and find yourself in another bonus stage where you'll strap on wings and try to fly with them for as long as possible.


LAND IN THE POOL

Parachute to a moving platform, then go for a dip in a bonus stage pool.



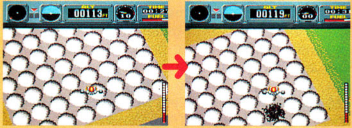
Pilot the Rocketbelt to a moving platform and you'll find yourself bouncing for bonus points.


REPEATEDLY PRESS THE Ⓐ BUTTON

With an accurate hanglider landing, you'll be able to make like a bird across the water.

Rocketbelt Bounce

Normally, if you land on the ground in the middle of the Rocketbelt event, you'll be docked two points. Our agents have discovered though, that you can touch down on the white domes that are littered throughout the field and bounce back into the air without losing any points.



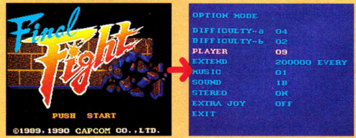
Bounce off the white domes on the airfield without hurting your chances for certification.

Final Fight

FROM AGENT #689

Extra Fighters Plus

Before you begin your mission through Metro City in this action-packed street fighter, you can make the going a little less tough by increasing the number of fighters in reserve and adjusting the difficulty levels. On the title screen, press and hold the L Button, then press the Start Button. The "Option Mode" screen will appear, listing several programming features. Press Up and Down on the Control Pad to highlight the options and press the X Button to change the settings. Lower difficulty settings will make the game easier and additional players adds to your fighters in reserve. The extend option adjusts 1-Up awards for points earned. If you want to sample the 19 pieces of music and 53 sound effects, you can activate them by pressing the R Button when they're selected.



OPTION MODE
DIFFICULTY-a 04
DIFFICULTY-b 02
PLAYER 09
EXTEND 200000 EVERY
MUSIC 01
SOUND 1B
STEREO ON
EXTRA JOY OFF
EXIT

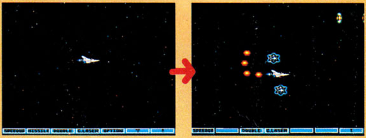
Press and hold L, then press Start to call up a screen that is full of options.

GRADIUS III

From Agent #312

Konami Code Revised

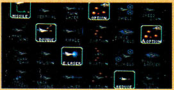
In the original Gradius game for the NES and several other games from Konami, there is a particular code which rewards the player with special bonuses when it is keyed in at a certain point. Since Gradius III is now available for the Super NES, and since the Super NES controller includes more buttons than the NES controller, the Konami programmers have worked out a slight variation of their classic code. While you're piloting the Vic Viper through space, pause the game by pressing the Start Button. Then press Up and Down on the Control Pad and the L and R buttons on the top and B and A Buttons in the following sequence: Up, Up, Down, Down, L, R, L, R, B, A. When you resume play, your ship will be equipped with Missiles, a Force Field, Options and extra speed. You'll be able to activate this code once for every stage that you have been to. If you try the original Konami Code (Up, Up, Down, Down, Left, Right, Left, Right, B, A), your ship will self-destruct!


SPEEDUP
MISSILE
DOUBLE
L.LASER
OPTION
?
!

Pause the game, press Up, Up, Down, Down, L, R, L, R, B and A, then resume. Your ship will be loaded with extras.

Random Weapons

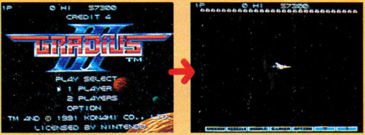
If you can't decide which weapons to equip your ship with, you can command the computer to select your weapons randomly. On the individual Weapon Select screen (also known as the Edit Mode), press the X and Y Buttons in the following sequence: X, Y, X, Y, X, Y. Each of the weapons will be automatically selected.


MISSILE
OPTION
DOUBLE
R.OPTION
E.LASER
REDUCE

Press X, Y, X, Y, X and Y to have the computer select weapons for you.

Ships-A-Plenty

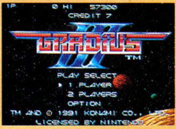
Our agents have uncovered a quick and easy code that multiplies your ships in reserve nearly ten fold. On the title screen, press and hold Left on the Control Pad and press the A Button three times. Then press the Start Button. When you begin racing through space, you'll have a reserve of 29 ships!


1P
0 HI 57300
CREDIT 4
GRADIUS III
TM
PLAY SELECT
▸ 1 PLAYER
2 PLAYERS
OPTION
TM AND © 1991 KONAMI CO., LTD.
LICENSED BY NINTENDO
1P
0 HI 57300

Press and hold Left, then press A three times and Start to begin with 29 ships in reserve.

Credit Increase

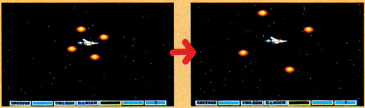
When you start the game, you have four Credits which allow you to play the game once, then continue three times. You can extend the number of Credits by pressing the X Button quickly and repeatedly while the title screen is showing. When the title screen disappears, though, the number of credits will go back to four. Make sure that you press the Start Button to begin before this happens. Our agents have discovered that they can work up to about 7 Credits in the few seconds that the title screen appears.


1P
0 HI 57300
CREDIT 7
GRADIUS III
TM
PLAY SELECT
▸ 1 PLAYER
2 PLAYERS
OPTION
TM AND © 1991 KONAMI CO., LTD.
LICENSED BY NINTENDO

Press the X Button quickly to add to your chances to continue.

Spread Your Options

You can make the R. Option, which surrounds your ship with four fiery shields, spread to cover a larger area with a simple move. Activate the R. Option and collect enough Power-Ups so that the option selection is highlighted. Then press and hold the A Button and the R. Option will grow!


SPEEDUP
TAILGUN
C.LASER

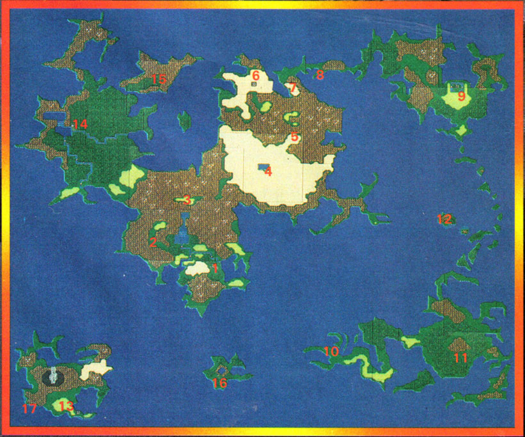
When the R. Option is activated and the option selection is highlighted, you can press the A Button to spread the shields.

TM & © 1991 SQUARE SOFT

FINAL FANTASY II™

THE FIRST EPIC ADVENTURE FOR THE SUPER NES

Square Soft's Final Fantasy II for the Super NES sets a new standard of excellence for RPGs. The story, graphics, play and sound will keep fans riveted.



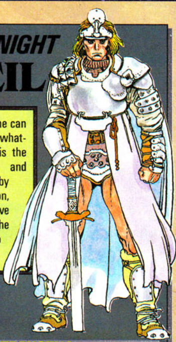
WORLD MAP

1 BARON CASTLE
2 MISTY CAVE
3 VILLAGE OF MIST
4 KAIPO
5 WATERY PASS—SOUTH
6 DAMCYAN
7 ANTLION CAVE
8 MT. HOBS—EAST
9 FABUL CASTLE
10 MYSIDIA
11 MT. ORDEALS
12 SILVERA
13 EBLAN CASTLE
14 TOROIAN CASTLE
15 MAGNES CAVE
16 AGART
17 CAVE OF EBLANA

THE KING'S PAWN

Much of the tale unfolds in scenes in which on-screen characters talk to each other, fight, or stab each other in the back. The twisting plot begins with an elite Red Wing airship commander—you—stealing magical crystals for the King of Baron.

DARK KNIGHT CECIL



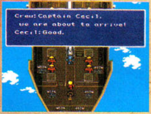
Cecil, whose name can be changed to whatever you wish, is the main character and hero. Banished by the King of Baron, he sets out to solve the mystery of the Crystals and to free the world.

STRENGTHS

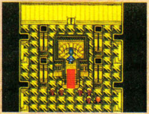
Cecil's strongest attack is with a sword. When he becomes a Paladin later in the game, he can also use White Magic.

FLIGHT OF THE RED WING

The opening scenes show Cecil, the Red Wing commander, stealing a Crystal from the town of Mysidia. Neither Cecil nor his crew know the purpose of the Crystal, just that the King gave his order. Through this prologue to the game, the player learns about the airships, Crystals, battles and dialogue. In fact, throughout the game, new features are introduced by characters making FFII super player-friendly.


Crew:Captain Cecil,
we are about to arrive!
Cecil:Good.

The Red Wing squadron is the key to Baron's power in the world of Final Fantasy II.



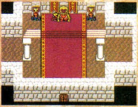
Cecil takes the Crystal from the Elder, but soon he will doubt the wisdom of his act.

FireBomb
FloatEye 3
Cecil 200/200

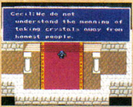
Although you only watch this battle, it gives you an idea of what is in store for Cecil.

ROAD TO MIST

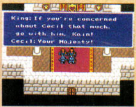
The King of Baron strips Cecil of his command when Cecil questions the necessity of stealing Crystals. He is sent to deliver a package to the town of Mist, accompanied by Kain—a Dragoon and supporter. Lately, monsters have been increasing along the road to Mist.



Baigan betrays Cecil when the Red Wing commander arrives at Baron.


Cecil:We do not
understand the meaning of
taking crystals away from
honest people.

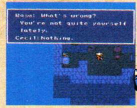
Worried by his Crystal thievery, Cecil asks the King why it is necessary.


King:If you're concerned
about Cecil that much,
go with him, Kain!
Cecil:Your Majesty!

Like tyrants everywhere, the King of Baron will not have his orders questioned.

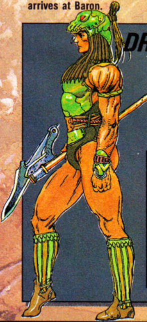
Found ♙Cure1!

At this point, Cecil switches to the player's control so you can explore.


Rosa: What's wrong?
You're not quite yourself
lately.
Cecil:Nothing.

In a tower of the castle, Cecil is awakened by Rosa, who will play a central role in the story.

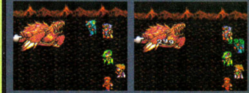
DRAGOON KAIN



Kain, a member of the King's Guard, will help Cecil in his quest. But where do Kain's true loyalties lie—with Cecil or the King, or to some other power?

STRENGTHS

When fighting with Kain, use the Jump Attack. The Dragoon leaps so high that he misses a round of fighting before delivering a kick.



Kain's Jump Attack sends him off the screen. When he delivers the kick, though, enemies soon vanish.

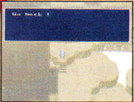
THE QUEST BEGINS IN BARON

THE FIRES OF MIST

Through a foggy cave the two outcasts search for the correct path to Mist. A Mist Dragon blocks the route, but not for long.

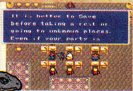
THE MISTY CAVE

North of Baron is the entrance to the Cave of Mist. Here you'll meet the first real taste of battle. If you reach Mist, a surprise awaits you!



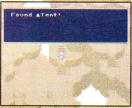
Go back !

A voice says "Go back," but you must go on.



It is better to Save
before taking a rest or
going to unknown places.
Even if your party is

In the Town of Baron, learn about game options and strategies.

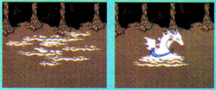


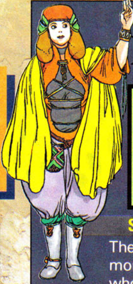
Found ▲Tent!

Treasure Chests along the way provide much needed items.

THE MIST DRAGON

When the Mist Dragon becomes a mist, do not attack it. Use the Parry command or refill your Hit Points.



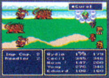


CALLER RYDIA

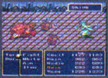
Rydia learned the magic of calling monsters from her mother, but in time she will learn many other potent spells. When Cecil finds her in Mist, Rydia has good cause to hate him.

STRENGTHS

The Call Attack summons strong creatures who will fight for Rydia. This is her strongest attack, but she also learns useful Black Magic spells.



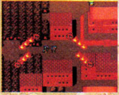
Early on, Rydia can use only the Call Attack and White Magic to aid in battles.



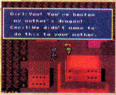
Rydea adds more creatures to call later in the game. She also learns Black Magic.

THE FLAME UNLEASHED

Upon reaching Mist, the package that the King gave you suddenly opens, freeing a host of flame monsters who torch the town. There is only one survivor—tiny Rydia, who has lost her mother.

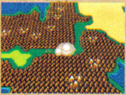


Cecil didn't know that he was carrying the fiery seeds of destruction in the package.

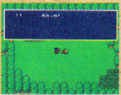


Girl:You! You've beaten
my mother's dragon!
Cecil:We didn't mean to
do this to your mother.

Cecil and Kain discover Rydia after the attack. Kain's orders are to destroy all Callers.



Rydia has no intention of joining the two men. She calls a Titan to her defense and a battle ensues.

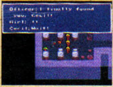


!!   Kain!

Following the Titan's attack, Cecil finds that he is alone with an unconscious Rydia. Kain is gone.

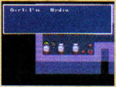
ONE NIGHT IN KAIPO

Cecil carries Rydia to the town of Kaipo and takes her to the Inn. That night, a squad of Red Wings attack their old commander. Defeat them and Rydia will join you.



Officer:I finally found
you, Cecil!
Girl: !!
Cecil:Wait!

When the Red Wings attack, defeat the Soldiers and the General will retreat.



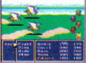
Girl:I'm   Rydia

Rydia sees that you're not an evil menace if you save her from the Red Wings.

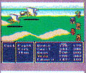
REAL-TIME BATTLES

Battles in FFII are more interesting than in previous RPGs. First, you must make snap decisions. The enemies don't wait for you to make up your mind. Second, you place your party members either in the front line or in a back-up position where they'll take less damage depending on their strengths.

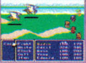
STANDARD



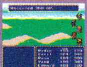
As soon as the enemies appear, size up the situation and form a battle plan.



The most agile party member has first choice of attack. Most often that will be Cecil.



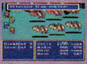
While the first character is making his attack, you'll be choosing a response for the next character.



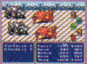
Received 360 GP.

You won't have to spend extra time building up Experience Points or Gold because the game is so well paced.

BACK ATTACK



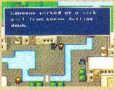
The Change command lets you switch your front and rear lines in case of a Back Attack.



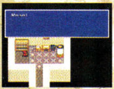
If the foes are too tough, or you're in a hurry, push the Left and Right Buttons simultaneously and run away.

ROSA'S RUBY

Rosa returns when you're in Kaipo, but she is deathly ill. The only remedy is to bring her the Sand Ruby from the Antlion Cave.


Someone picked up a sick girl from Baron falling down.

Some people in Kaipo talk about a sick girl who wandered into town. Check out their story.


Rosa!

Rosa is in a house in Kaipo. The old man knows how to save her, but it is very dangerous.

SAGE TELLAH

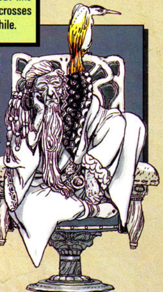
STRENGTHS

Tellah is a great magic user. He specializes in both White and Black Magic, but he has forgotten many spells.

Tellah is seeking his daughter, Anna. He will join you, but like most characters, his path crosses yours only for a short while.

Tellah keeps the fighting members full of vim and vigor during a fierce battle.

The Sage's powerful Black Magic spells, such as LIT can toast many monsters.

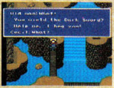


THE BARD AND THE BEAST

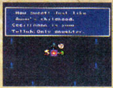
From the Cave of the Watery Pass where Tellah joins the party, you'll move on to Damcyan, then to the Antlion's Cave.

THE WATERY PASS

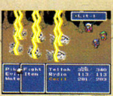
Tellah is following after Anna, who ran off with a bard, but first he must get through the Watery Pass. His Lightning spells will work wonders against the aquatic creatures, including Octomamm at the end.


Old man:What!
You wield the Dark Sword?
Help me, I beg you!
Cecil:What?

Meet Tellah inside the Watery Pass and he will join with Cecil and Rydia.


How sweet! Just like
Anna's childhood.
Cecil:Anna is your
Tellah:Only daughter.

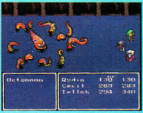
Tellah instructs you about how to use a tent or save the game in special rooms.



Tellah's Lightning spells are particularly effective against water monsters.

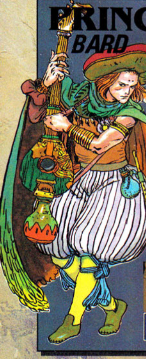
OCTOMAMM

Octomamm's eight tentacles must be destroyed by your party. Use Tellah's Lightning spells, Rydia's Chocobo and Cecil's regular attack.



PRINCE EDWARD

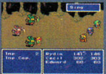
BARD



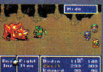
Prince Edward fled with Anna only to find greater danger ahead. He is not the strongest of fighters, but he has mystical abilities.

STRENGTHS

Edward's singing has a special effect on many monsters—it can put them to sleep!



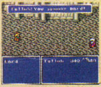
Singing won't damage enemies.



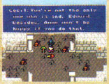
Edward can also hide from attacks.

THE RUINS OF DAMCYAN

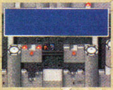
Beyond the Watery Pass is the castle of Damcyan, but by the time you reach it, the place is a smoldering ruins. Here you'll find Anna and her lover.

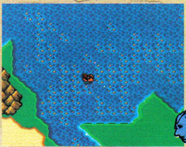

Tellah:You spoony bard!

Tellah attacks Edward before learning what really happened to make Anna run away.

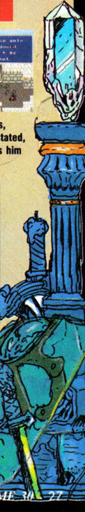

Cecil:You're not the only one who is sad, Edward. Besides, Anna won't be happy if you do that.

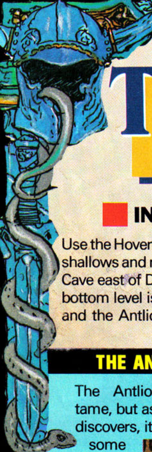
When Anna dies, Edward is devastated, but Rydia snaps him out of it.


The castle is ruins but some of the guards can tell you what happened.


Edward has a hovercraft that the party can use to fly over shallow seas.

Anna and Prince Edward are on the highest floor, and Anna is in bad shape.





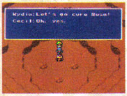
THE CRYSTAL OF FABUL

Your party must venture from the depths of the Antlion Cave, across the wintery summit of Mt. Hobs to the Castle of Fabul.

IN THE CAVE OF THE ANTLION

Use the Hovercraft to cross the shallows and reach the Antlion Cave east of Damcyan. On the bottom level is the Sand Ruby and the Antlion.

You'll face many battles in the cave. Put Rydia and Edward in the rear for safety.

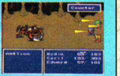


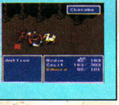
Rydia:Let's go cure Rosa!
Cecil:Oh, yes.

The Antlion's prize—the Sand Ruby—is the only hope for Rosa. Return with it to Kaipo.

THE ANTLION

The Antlion was once tame, but as Edward soon discovers, it now is a fearsome enemy.

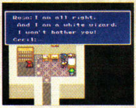




Rydia's Chocobo and Edward's singing will help defeat the creature.

ROSA IS SAVED

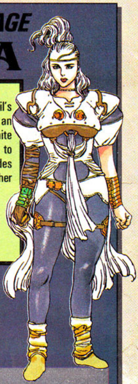
Use the Hovercraft to return quickly to Kaipo. Give the Sand Ruby to Rosa and she'll recover. Now she can join the party and use her powerful spells of White Magic.



Rosa:I am all right.
And I am a white wizard.
I won't bother you!
Cecil:...

The Sand Ruby performs a miracle.

WHITE MAGE ROSA



Rosa is not only Cecil's sweetheart, she is an accomplished White Mage. Her abilities to protect her comrades during battle make her a valuable addition to the party, but she will not stay with them long.

STRENGTHS

The Aim command is Rosa's non-magic specialty. When she gives Aim to a fighting member of the party, the frequency of that character's hits will increase.

Slow
Warrior 2
Fiend 2
Cecil
Rydia
Rosa
Edge

Fight
White
Black
Call
Item
Rydia
Cecil
Rosa
Yang
Edward

THE WAY OF MAGIC

Magic is a key element of FFII. White Magic is defensive. Black Magic is offensive. Some of the spells are just for fun.

BLACK MAGIC

Not all Black Magic spells are effective against all creatures. For instance, use Fire spells against ice creatures and Ice spells against fire creatures.

WHITE MAGIC

White Magic is used to refill lost HP and MP and to protect members of your party. Some spells will also limit the spells that enemies can cast on your party.

●LIGHTNING

Lightning spells are best used when fighting enemies in water.

●FIRE

Use Fire spells against creatures of ice and against undead monsters.

●ICE

Creatures of fire have a weakness when it comes to Ice spells.

Piggy
Need MP
Whom?

●PIGGY

This whimsical spell turns friends or enemies into pigs who cannot fight.

●WALL

Spells such as WALL are protective spells. They keep your party members safe from attack or enemy spells. WALL reflects magic so the effect falls elsewhere.

●CURE2

This powerful spell will restore HP and some MP. Only use it if a character needs to have more than 200 HP restored. If less HP is needed, use CURE1.

●SLOW

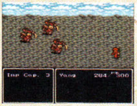
The SLOW spell slows down time for an enemy, which means that they attack less frequently and are therefore easier targets for your fighting party members.

●EXIT

The EXIT spell will transport the entire party out of the depths of a dungeon, tower or cave, but there are restrictions. It won't work from interior rooms.

THE FATE OF FABUL

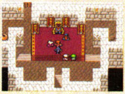
In an attempt to stop the spread of evil, Cecil and his party decide to move on to Fabul to protect the Crystal of Air. Their path leads over Mt. Hobs where they will meet Yang.


Imp Cap. 3
Yang 284 300

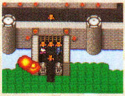
Yang is under attack on the summit of Mt. Hobs.

RED WING RETURNS

Beyond Mt. Hobs the party reaches Fabul, Yang's home. There they tell the King that a mastermind named Golbez is plotting to take his Crystal.



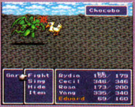
The King of Fabul learns that Baron has been overthrown by Golbez, who now controls the Red Wings.



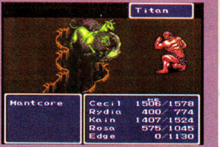
Suddenly, the Red Wing armada of airships attacks Fabul. Your party must try to defend the castle.

CALL MAGIC

Rydia's Call magic is a summoning spell to powerful beasts like the Chocobo and Titan. Once a creature is called, it will fight for your party.

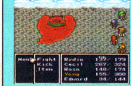

Chocobo
Fight
Sing
Hide
Item
Rydia 155/ 179
Cecil 348/ 346
Rosa 173/ 200
Yang 335/ 340
Edward 69/ 160

Rydia wields the power of awesome monsters.

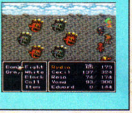

Titan
Mantcore
Cecil 1506/1578
Rydia 400/ 774
Kain 1407/1524
Rosa 575/1045
Edge 0/1130

MOMBOMB

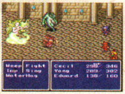
The Mom Bomb changes form from a small foe to a huge fiery creature to a ring of smaller beings. In spite of its fearsome appearances, the Mom Bomb is easy to destroy.


Fight
Kick
Item
Rydia
Cecil
Rosa
Yang
Edward

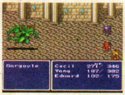
The big Mom Bomb uses an explosive attack against the entire party.



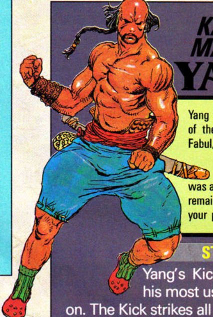
The ring of enemies must be completely destroyed, one by one.



Even though you may win the battles against the invaders, you will face a slow retreat toward the Crystal Room.


Gargoyle
Cecil
Yang
Edward

The Naga and other enemies attack in the halls of Fabul. You'll have only three party members to command.

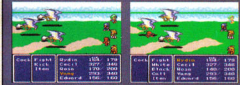


KARATE MASTER YANG

Yang was the commander of the Karate Masters of Fabul, but during a training exercise on Mt. Hobs his squad was attacked. Now only he remains to help you and your party.

STRENGTHS

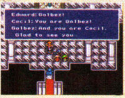
Yang's Kick Attack is his most useful weapon. The Kick strikes all enemies at the same time. His regular attack is strengthened by the Hand Claw.


Cock
Fight
Kick
Item
Rydia
Cecil
Rosa
Yang
Edward
Cock
Fight
White
Black
Call
Item
Rydia
Cecil
Rosa
Yang
Edward

Yang's Kick Attack is most effective against large numbers of relatively weak enemies. Use Fight against single, powerful foes.

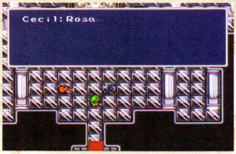
THE FACE OF GOLBEZ

There is no denying the force of the Red Wings. In the end, Golbez appears, as does a traitor from earlier in the game. The Crystal is taken, and Rosa is held captive.



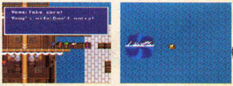
Edward:Golbez!
Cecil:You are Golbez!
Golbez:And you are Cecil.
Glad to see you.

At last you meet the evil force of whom you have only heard rumors up until now. It will not be your last meeting.



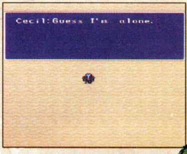
Cecil:Rosa...

Rosa is taken hostage!



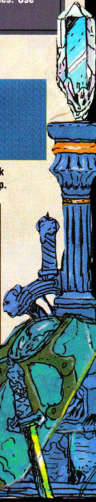
Yang:Take care!
Yang's wife:Don't worry!

While returning to Baron, the party's luck runs out when Leviatan attacks their ship.



Cecil:Guess I'm alone.

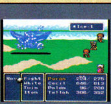
The plot continues to twist as you wake up alone on a deserted ocean shore.



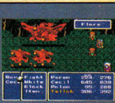
BLACK WIZARD PALOM & WHITE WIZARD POROM

STRENGTHS

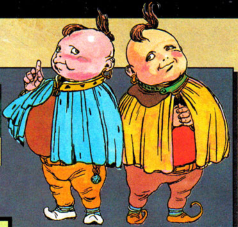
Palom is a master of Black Magic, but his real strength is the TWIN spell that he casts with his twin sister.



Palom can use many Black Magic spells during a battle.



The TWIN spell is always powerful. Both twins must cast it.



The twin wizards are really just children, but in spite of their childish antics, they are valuable and loyal companions for your assault on Mt. Ordeals where you must now go.

STRENGTHS

Porom is a White Wizard, but like her brother, her real strength lies in the use of TWIN, which is a powerful attack spell.

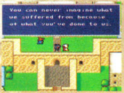
QUEST OF THE PALADIN

To appease the Mysidians, you must face a great ordeal.

ALONE AGAIN

Following the attack by the sea serpent, Cecil finds himself washed ashore near the town of Mysidia. In town, the Elder assigns the twins to keep Cecil company on a quest to Mt. Ordeals.

By becoming a Paladin, you will prove your worth to the Elder.

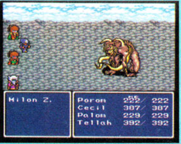


You can never imagine what we suffered from because of what you've done to us.

The Mysidians remember that Cecil stole their Crystal.

MILON

Milon, the Fiend of the Earth, puts up a tough fight. Make sure that the twins stay healthy and cast their TWIN magic.

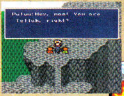


Milon Z.

Porom	222/ 222
Cecil	387/ 387
Palom	229/ 229
Tellah	392/ 392

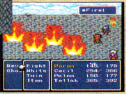
TELLAH RETURNS

High on Mt. Ordeals an old friend turns up when least expected. Tellah the Sage, who has been seeking Golbez on his own, now joins the team. You'll need him when you take on the undead monsters that Golbez has placed before you.



Palom: Hey, man! You are Tellah, right?

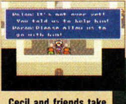
Tellah appears on Mt. Ordeals and joins the party along with Palom and Porom.



Cecil's sword does little damage to the undead. The twins and Tellah must do the fighting.

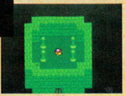
BACK TO BARON

A secret path leads from Mysidia to the Town of Baron. When Cecil returns as the Paladin, the Elder tells him of the road. After buying the Paladin armor, Cecil and his cohorts travel to Baron. There they find Yang and a cold reception.



Palom: It's not over yet! You told us to help him!
Porom: Please allow us to go with him!

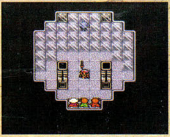
The twins have a strong sense of duty and won't desert you after the ordeal on the mountain.



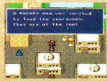
Cecil and friends take the secret path back to Baron, where they hope to find Golbez.

THE EARTH FIEND

Meanwhile, back in Golbez's mysterious tower, Milon the Fiend of the Earth, is commanded to stop Cecil from becoming a Paladin. Milon brings an army of undead creatures with him, but he will certainly enter the fray himself. If you win, return to Mysidia.

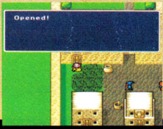


In the Room of Mirrors, Cecil transforms.



A Karate man was invited to lead the guardsmen. They are at the inn!

Things are not well in Baron. The people speak of Cid, the chief engineer of the airships, having been thrown in jail.

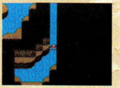


Opened!

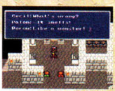
Defeat Yang and he'll be his old self again. He'll give you a key to a secret passage.

THE SECRET PATH

The Old Waterway beneath the Castle of Baron is the only way to get inside for Cecil and his crew. Monsters attack constantly. Use the Saving Site at the end.



Dark channels lead between the pools in the Old Waterway.

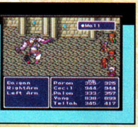


Cecil:What's wrong?
Palom:It smells!
Porom:Like a monster!

Could Baigan really be your friend after betraying you earlier?

BAIGAN

Although Baigan wants to join your party, the twins smell a rat. He becomes a hideous monster and attacks.

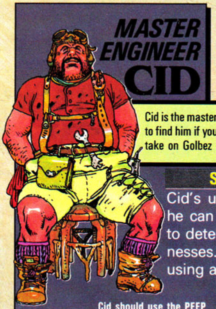


Wall

Baigan
RightArm
Left Arm

Porom 325/ 325
Cecil 944/ 944
Palom 333/ 357
Yang 838/ 899
Tellah 345/ 417

MASTER ENGINEER CID

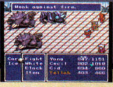


Cid is the master of the airships, and you'll need to find him if you want an airship with which to take on Golbez and the Red Wings.

STRENGTHS

Cid's unique skill is that he can PEEP at enemies to determine their weaknesses. He can also fight using a bow and arrows.

Cid should use the PEEP command when you face a new enemy.



Weak against fire.

Car
Ice

Fight
White
Black
Item

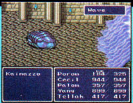
Yang 847/ 1151
Cecil 802/ 1019
Cid 694/ 860
Tellah 403/ 466

UP AND AWAY

Before you can meet Cid and get an airship, you must defeat the Fiend of Water who is disguised as the King. The cost of victory may seem very high.

A FIEND OF WATER

Kainazzo uses a Wave Attack, then hides in his shell. Don't attack him when he's in the shell. Use that time to recover lost HP.



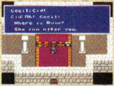
Wave

Kainazzo

Porom 184/ 325
Cecil 944/ 944
Palom 357/ 357
Yang 899/ 899
Tellah 417/ 417

ANOTHER CRYSTAL

Once Kainazzo is defeated, Cid appears and joins the party. The new plan is to find the last Crystal, which is said to be in Toroian Castle, before Golbez. If they get the Crystal they can exchange it for Rosa, or so they hope.



Cecil:Cid!
Cid:Oh! Cecil!
Where is Rosa?
She ran after you.

Cid appears after Kainazzo is defeated in the throne room.

A conference takes place between two airships above Baron.

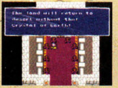
As the walls come closing in, who will save the party?

With the airship you can fly to places like the town of Silvera.

Gee! You're big!
Are you giants?

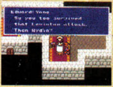
THE BARD RETURNS

In Toroian you'll find Edward, who is in a bad way since being washed off the ship during the sea serpent's attack. You'll learn that the Crystal is held by the Dark Elf.



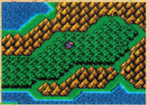
The land will return to desert without that Crystal of Earth!

It seems that Cecil is too late once again. The Dark Elf has already snatched the Crystal.

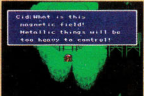


Edward: Yang
So you too survived that Leviatan attack.
Then Rydia?

Edward is sick in bed, but even in his weakened condition he may be able to help you.



Find the Black Chocobo so you can fly to Cave Magnes.



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Metallic things will be too heavy to control!

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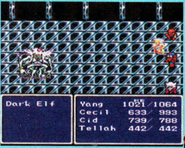

Dark Elf

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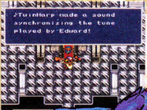
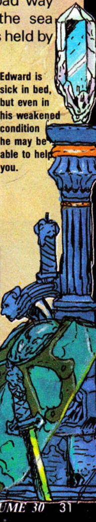


♪TwinHarp made a sound synchronizing the tune played by Edward!

Edward's music saves the day even though he is far away.

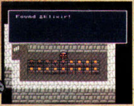


THE TOWER OF TOROIAN

The Dark Elf is hidden in the deepest chamber of Cave Magnes with the final Crystal. After defeating him, you'll journey back to Toroian then on to the Tower of Zot to meet Golbez.

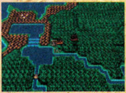
THE HOSTAGE DEAL

The Tower of Zot has six floors, each one guarded by the armies of Golbez. Before you reach the evil mastermind, however, prepare to battle the three Magus Sisters and their devastating Delta Attack.

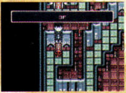


Found Elixir!

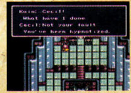
After returning the Crystal, explore Toroian Castle and collect the treasures in the basement.



Another airship appears as you are about to take off from Toroian. Kain is the captain.



The Tower of Zot is a high-tech palace with winding corridors and dead ends.

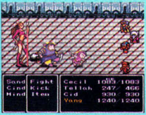


Kain: Cecil!
What have I done
Cecil:Not your fault
You've been hypnotized.

Freed from Golbez's spell, Kain will rejoin Cecil's party.

THREE SISTERS

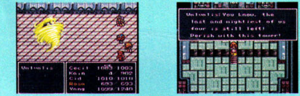
Concentrate your attack on the large, middle Magus Sister and protect your party with WALL.



```
Sand  Fight   Cecil   1083/1083
Cind  Kick    Tellah   247/ 466
Mind  Item    Cid      930/ 930
              Yang    1240/1240
```

VALVALIS' TORNADO

Getting out of the Tower of Zot is not going to be easy. First you must defeat Valvalis, Fiend of the Air. Her Tornado Attack is awesome, but now that Kain has rejoined the party, you can defeat it using Kain's jump.



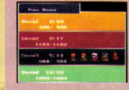
```
Valvalis   Cecil  1083/1083
           Kain      4/ 902
           Cid    1010/1010
           Rosa    693/ 693
           Yang   1099/1240
```

Valvalis:You know, the
last and mightiest of us
four is still left!
Perish with this tower!

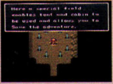
Kain is the key to defeating Valvalis.

LEGENDARY CONTROL

In FFII you can save four games, change names, and even customize screen colors, battle speed and message speed.



```
New Game
Save1   2:59
      346/ 346
Save2   0:17
     1103/1103
Save3   5:13
      944/ 944
Save4  12:59
     1654/1654
```



Here a special field
enables tent and cabin to
be used and allows you to
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●SAVING

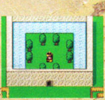
You can save four adventures simultaneously on this Battery Pak, and saving is easier than ever. Even inside caves and towers there are special rooms where you can save your progress. Normally you save while in the overworld.

●PASSAGES

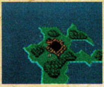
Look for hidden passages everywhere. Sometimes a trigger in the floor or wall will open a door. Other times you must walk through walls. In some areas, enter dark channels between rooms.

THE WELL OF AGART

Four Crystals are held by Golbez, but there are rumors of Dark Crystals hidden underground. A new quest begins below.



Throw the Magma key into the well in Agart.



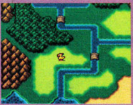
The airship vanishes into the crater?

CHOCOBOS

Chocobos are remarkable birds. Some carry you through foe-filled forests while others fly you to important destinations. Rydia can control Chocobos and use them for fighting. Other Chocobos refill magic or store items.

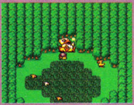
Chocobos look friendly and they are, which has led to the saying in the world of FFII that a Chocobo is a hero's best friend.

YELLOW CHOCOBO



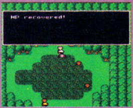
The Yellow Chocobo acts as a monster repellant. If you have one of these special birds, you can wander far afield in safety.

FAT CHOCOBO



This bird has room to spare. If your item screen is getting too crowded, a Fat Chocobo can help by storing the excess items.

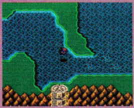
WHITE CHOCOBO



MP recovered!

The White Chocobo is a welcome find. They refill magic user's MP so you can save expensive Ether potions for desperate times.

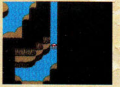
BLACK CHOCOBO



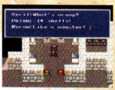
The Black Chocobo carries you in flight, but unlike the airship, it lands only in forests. Look for Chocobos in circular woods.

THE SECRET PATH

The Old Waterway beneath the Castle of Baron is the only way to get inside for Cecil and his crew. Monsters attack constantly. Use the Saving Site at the end.



Dark channels lead between the pools in the Old Waterway.

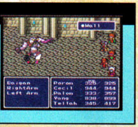


Cecil:What's wrong?
Palom: It smells!
Porom:Like a monster!

Could Baigan really be your friend after betraying you earlier?

BAIGAN

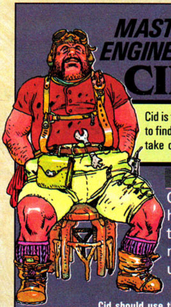
Although Baigan wants to join your party, the twins smell a rat. He becomes a hideous monster and attacks.



Baigan
RightArm
Left Arm

Porom 325/ 325
Cecil 944/ 944
Palom 333/ 357
Yang 838/ 899
Tellah 345/ 417

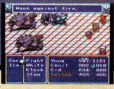
MASTER ENGINEER CID



Cid is the master of the airships, and you'll need to find him if you want an airship with which to take on Golbez and the Red Wings.

STRENGTHS

Cid's unique skill is that he can PEEP at enemies to determine their weaknesses. He can also fight using a bow and arrows.



Weak against fire.

Car
Ice

Fight
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Black
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Yang 947/ 1151
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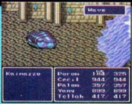
Cid should use the PEEP command when you face a new enemy.

UP AND AWAY

Before you can meet Cid and get an airship, you must defeat the Fiend of Water who is disguised as the King. The cost of victory may seem very high.

A FIEND OF WATER

Kainazzo uses a Wave Attack, then hides in his shell. Don't attack him when he's in the shell. Use that time to recover lost HP.



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Porom 184/ 325
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ANOTHER CRYSTAL

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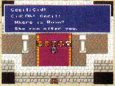
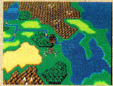


Cecil:Cid!
Cid:Oh! Cecil!
Where is Rosa?
She ran after you.

Cid appears after Kainazzo is defeated in the throne room.



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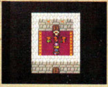
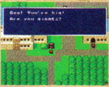


With the airship you can fly to places like the town of Silvera.



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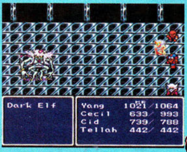

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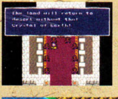

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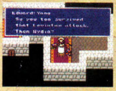

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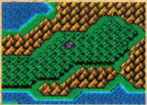

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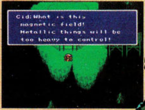

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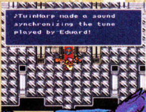

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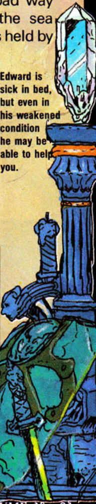

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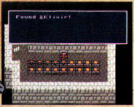

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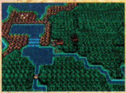

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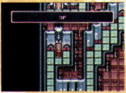

3F

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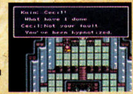

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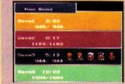
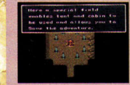


New Game



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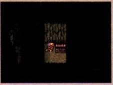

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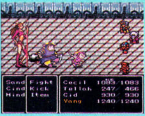
THREE SISTERS

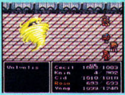
Concentrate your attack on the large, middle Magus Sister and protect your party with WALL.



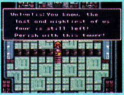
Sand Cind Mind
Fight Kick Item
Cecil 1083/1083
Tellah 247/ 466
Cid 930/ 930
Yang 1240/1240

VALVALIS' TORNADO

Getting out of the Tower of Zot is not going to be easy. First you must defeat Valvalis, Fiend of the Air. Her Tornado Attack is awesome, but now that Kain has rejoined the party, you can defeat it using Kain's jump.



Valvalis
Cecil 1083/1083
Kain 4/ 902
Cid 1010/1010
Rosa 693/ 693
Yang 1099/1240

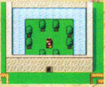


Valvalis:You know, the
last and mightiest of us
four is still left!
Perish with this tower!

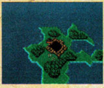
Kain is the key to defeating Valvalis.

THE WELL OF AGART

Four Crystals are held by Golbez, but there are rumors of Dark Crystals hidden underground. A new quest begins below.



Throw the Magma key into the well in Agart.



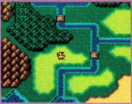
The airship vanishes into the crater?

CHOCOBOS

Chocobos are remarkable birds. Some carry you through foe-filled forests while others fly you to important destinations. Rydia can control Chocobos and use them for fighting. Other Chocobos refill magic or store items.

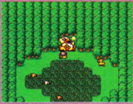
Chocobos look friendly and they are, which has led to the saying in the world of FFII that a Chocobo is a hero's best friend.

YELLOW CHOCOBO



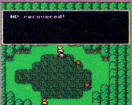
The Yellow Chocobo acts as a monster repellant. If you have one of these special birds, you can wander far afield in safety.

FAT CHOCOBO



This bird has room to spare. If your item screen is getting too crowded, a Fat Chocobo can help by storing the excess items.

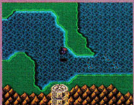
WHITE CHOCOBO



MP recovered!

The White Chocobo is a welcome find. They refill magic user's MP so you can save expensive Ether potions for desperate times.

BLACK CHOCOBO



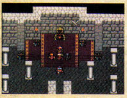
The Black Chocobo carries you in flight, but unlike the airship, it lands only in forests. Look for Chocobos in circular woods.

IN THE LAND OF THE DWARVES

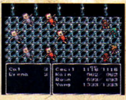
King Giott of the Dwarves welcomes you to his subterranean realm where Golbez has been wreaking havoc. Two of the Dark Crystals are safe, but the Red Wings are attacking.

THE DWARF CASTLE

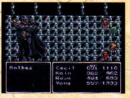
Not all is well in the Dwarf Castle. The Dwarf Tanks are hard pressed by the Red Wings. King Giott has only two remaining Dark Crystals, and the dancing dolls called Calbrena will test your party's strength. Cid leaves to repair the Enterprise, further limiting your resources.



Talk to the King of the Dwarves to learn about the locations of the remaining Dark Crystals.


Cal 3
Brena 3
Cecil 1116 1116
Kain 962 962
Rosa 693 693
Yang 1333 1333

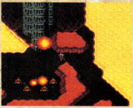
Battle the Calbrena. First, there are many dolls, but they combine to form one monster cupie doll!


Golbez
Cecil 651 1116
Kain 962 962
Rosa 484 693
Yang 557 1333

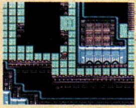
Golbez has infiltrated even here at the heart of the Dwarf Kingdom. Luckily, help comes from Rydia.

ONE CRYSTAL TO SAVE

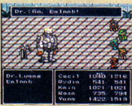
Your task now is to save the last remaining Dark Crystal before it falls into the hands of Golbez. You'll hear about the secret of the Tower of Bab-il and go to see if it is true. It won't be easy breaking into the tower, but your Dwarf friends can help you by using their Tanks.



The Dwarves will draw attention from your party with the Battle Tank so you can enter the Tower of Bab-il without being blasted by the Super Cannon.



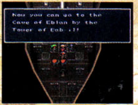
Inside the Tower you'll have to climb ever upwards. There are eight floors of strong monsters.



Dr.:Go, Ealnab!

Dr.Lugae
Ealnab
Cecil 1040 1216
Rydia 541 541
Kain 1021 1021
Rosa 735 794
Yang 1422 1518

Master Rubicant leaves Dr. Lugae in charge. You'll have to fight his weird creations.

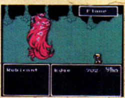


Now you can go to the Cave of Eblan by the Tower of Bab-il!

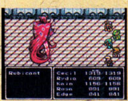
A new airship awaits your party if you survive the Tower of Bab-il.

RUBICANT AWAITS

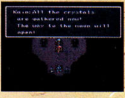
Northeast of the Dwarf Castle is a sealed cave where the final Crystal is hidden. You will meet a new ally—a great ninja named Edge—and a new foe, Rubicant, the fourth fiend in Golbez's service.


Flame
Rubicant
Edge 702 780

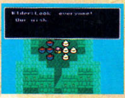
A new member to the party is added, but will he be enough to counter the strength of Rubicant?


Rubicant
Cecil 1319 1319
Rydia 609 609
Kain 1156 1156
Rosa 891 891
Edge 841 841

Rubicant is the last of the four fiends, but he isn't the final foe by far.



Kain:All the crystals are gathered now! The way to the moon will open!



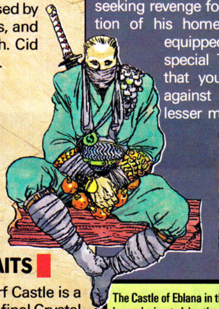
Elder:Look everyone! Our wish

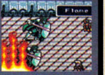
What lies ahead for Cecil and his cohorts? More excitement, for sure, and surprises. Is Kain really himself? Are there Mysidians on the Moon? Only you can answer these questions.

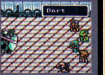
NINJA EDGE

STRENGTHS

Edge, the Prince of Eblana, is seeking revenge for the destruction of his home. He is well equipped with the special Throw Attack that you should use against Rubicant and lesser monsters.



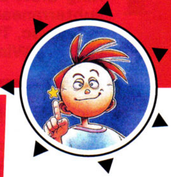




The Castle of Eblana in the world above has been decimated by the Red Wings. Edge, the Prince of that land and a trained ninja warrior, will join you in the underground to fight Golbez.

As you can see, the world of Final Fantasy II is vast and ever-changing. The party you use in your quest changes rapidly, requiring new tactics and strategies in battle. There are mysteries, legends, acts of bravery and betrayal, action from the earth to the moon—everything you would expect from a great adventure movie. The difference here is that you direct the story.

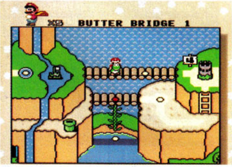
COUNSELORS' CORNER!



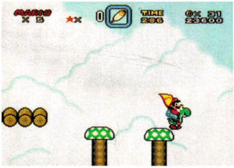
SUPER MARIO WORLD

HOW DO I GET ACROSS BUTTER BRIDGE 1?

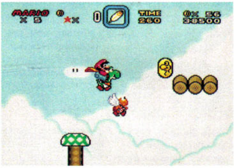
What makes Butter Bridge 1 so difficult are the piston lifts, wide distances between lifts, and automatic scrolling. When you jump on a piston lift, Mario's weight forces it down, which means you have to keep jumping up and down in order to keep the lifts up. Bring Yoshi along so you can save yourself by jumping off his back by pushing the A Button if you miss a jump. On the first set of piston lifts, bounce on the far right hand edge. Make your jump when the lift is about in the middle of the screen. Stomp the Paratroopa between the second set of lifts to reach the beam. The distance between the third set of lifts and the log platform is the greatest, but you can leap to the back of the Paratroopa for a step up. Once you reach the tallest lift, the scroll starts moving down. Stand on the lift and let it sink until you can see the lower lifts. When the scroll starts moving upward, make your way through the spinning blocks to the top row. The final hop, from the log platform to solid ground, crosses the path of Paratroopas. Jump to the back of a Paratroopa and from there a second jump will carry you to the ground.



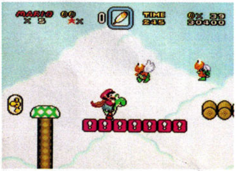
The Butter Bridge to Ludwig's Castle is one of the toughest in the game. Bring Yoshi and make sure Mario has a Cape. Take the Cheese Bridge for an easier route.



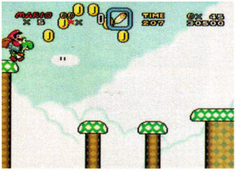
Mario and Yoshi are ready to make the leap to the third piston lift. Their take-off position is critical. Yoshi is as far to the right of the lift as he can be.



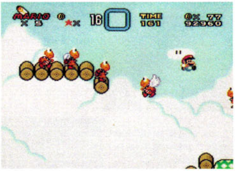
The Paratroopas can be a big help in this area. When the distance between lifts and platforms is too great, jump to the back of a Paratroopa, then to your goal.



Throw the switch in the Red Switch Palace to make this row of blocks solid, but if the red blocks are hollow, bounce off the backs of the parade of Paratroopas.



This lift is so high above its neighbors that if you jump early, you'll have nothing on which to land. Let Mario's weight carry him down close to the lower lift.

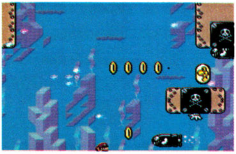


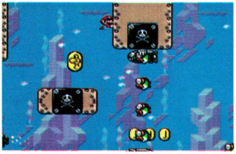
The final jump is another difficult one. The Paratroopas are in a good position to lend a hand, or a back. Jump onto a Paratroopa then hop off onto solid ground.

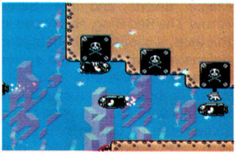
SUPER MARIO WORLD

HOW DO I GET THROUGH SODA LAKE?

Underwater worlds can be the toughest because they require new strategies and controller techniques. Filled with Torpedo Teds, Soda Lake is a real bruiser. To stay clear of enemies, Mario should swim along the edges of the screen—top or bottom—even if you can't see all of him. Near the end of the lake is a reef Mario can swim beneath to avoid the Torpedo Teds.


By swimming half off the screen, Mario is safe, either at the top or bottom of the lake. When you meet obstacles, switch to the opposite side of the screen.

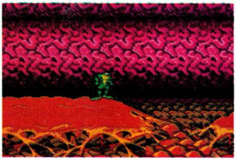

Here Mario is forced into the middle of the lake. Wait for the Cheep Cheeps to pass, then drop down and swim to the right and up before passing under the reef.

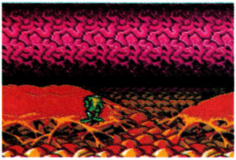

Three Torpedo Ted launchers are stacked against you near the end. Swim below the reef to avoid them. Although Mario is invisible, the screen keeps scrolling.

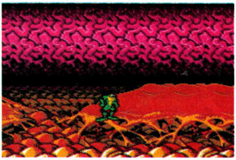
BATTLETOADS

HOW CAN A TOAD LEAP AND LIVE IN THE TURBO TUNNEL?

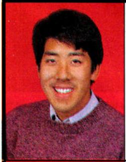
Down here the heat is on high and one bad hop will cook a Toad faster than you can say Battletoast. The problem a lot of Toads have is jumping from the wrong spot and winding up in the soup. Appearances can be deceptive. You have to be right down next to the lava if you want to reach the next island. If you jump from the top of the island, you won't make it.


This might look like a good jumping off point, but it isn't. Toads just can't go the distance here.


Although it doesn't look like much of a ledge, hop down near the lava. Now you can make the jump.

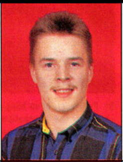

The shortest distance is to jump from the low ledge of one island to the low ledge of the next.

GAME COUNSELOR PROFILES



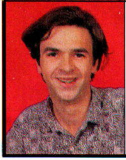
Jeff Sakamoto

Became Game Counselor: May 1990
Hobbies: Volleyball
Highest Score: 19th level of Tetris
Favorite NES Game: Tetris



Michael Vetsch

Became Game Counselor: May 1990
Hobbies: Golf, Music, Video Games
Best Accomplishment: Finished Castlevania with no continues
Favorite NES Game: Wizardry



Jon Whisler

Became Game Counselor: June 1990
Hobbies: Theater, Snowboarding, Diving
Best Accomplishment: First Counselor to finish Populous
Favorite NES Game: The Simpsons

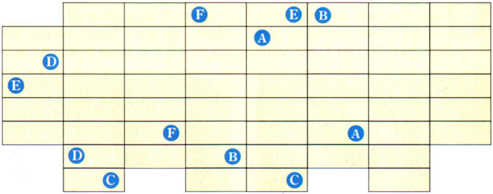
Robert Johnson

Became Game Counselor: July 1990
Hobbies: Water Skiing, AD&D, Snakes
Best Accomplishment: Finished Solstice in 15 minutes
Favorite NES Game: Wizardry

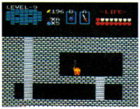
THE LEGEND OF ZELDA

HOW DO I DEFEAT GANON?

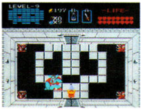
Link's final task is to defeat Ganon in his Death Mountain lair. Two weapons are required for the coup de grace—the Magic Sword and the Silver Arrow. The Red Ring, also found in this level, is useful as it boosts your defensive power. Take the secret passages to Ganon's chamber, which is the room directly below the left blank spot on your game screen map. Hit Ganon three times with the sword to make him remain visible, then shoot him with the Silver Arrow.



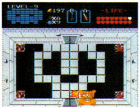
LEVEL NINE: DEATH MOUNTAIN Understanding how rooms are connected by the secret passages of Death Mountain is the key to finding the Silver Arrow and Ganon. Remember to bomb walls and push stones everywhere to find hidden entrances and rooms. When you look at the game screen map, notice the two blank areas. They are in fact rooms.



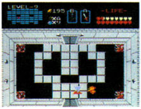
Go to the blank space on the right side of the map. It is actually a hidden room. Here Link finds the Silver Arrow.



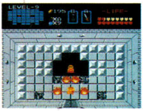
Take secret passage F and enter Ganon's room. Make sure your hearts are filled and you have the Magic Sword selected.



Hit Ganon three times with the Magic Sword. It won't be easy. Ganon appears and disappears randomly around the room.



Finish Ganon off by using the Silver Arrow. He melts and leaves behind the Triforce of Power, which he had stolen.

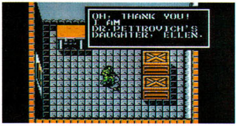


Pass through the upper door to find Zelda. The fire that separates you can be extinguished by using the Magic Sword.

METAL GEAR

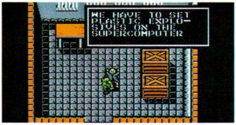
HOW DO I DESTROY THE SUPER COMPUTER?

After collecting the eight cards, your mission is to knock out the Super Computer. To get Dr. Pettrovich's help you must rescue Ellen. She is in the building where you were taken earlier in the game. Punch walls inside to find her. Now visit the Doctor. He is in the room to the left of where you got the Flashlight. He tells you that you'll need 16 plastic explosives to destroy the Super Computer. Only after he tells you this about the Super Computer, can you actually blow it up.



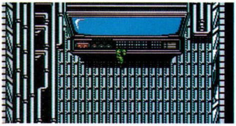
OH, THANK YOU!
I AM
DR.PETTROVICH'S
DAUGHTER, ELLEN.

Inside, punch walls to find the hidden cell where Ellen is being held captive. Once she is free, Dr. Pettrovich will help you blow up the Super Computer.



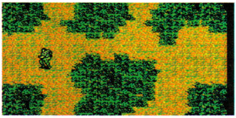
WE HAVE TO SET
PLASTIC EXPLO-
SIVES ON THE
SUPERCOMPUTER

Dr. Pettrovich is so happy that Ellen is safe that he gives you the information you need. It will take 16 plastic explosive charges to blow the computer.

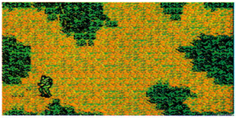


Only if Pettrovich actually told you how to blow up the Super Computer will the 16 charges do their job. If you saw him, it's time to melt some microchips!

Knowing how to pass through the Maze Zones is essential. Take the Lower Maze Zone to find the building where Ellen is held using the route: left, left, upper left, and left. Reach the Doc through the Upper Maze Zone as follows: lower left, lower left, up, and lower left.



Take the Lower Maze Zone to find Ellen. The pattern is: left, left, upper left, and left. You'll reach the building where you were taken earlier in the game.

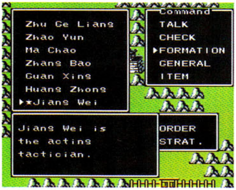


The Upper Maze Zone leads to the building where Dr. Pettrovich is waiting. The correct route through the maze is: lower left, lower left, up, and lower left.

DESTINY OF AN EMPEROR

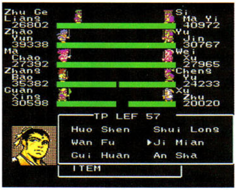
HOW DO I DEFEAT SI MA YI?

Get Zhu Ge Liang by Level 17 to build up his Tactic Points. Save the game before point increases. If the increase is low, try again. Enter the final battle with extra Power Pills and over 100 Tactic Points. Zhu Ge Liang heads the party with Jiang Wei as the tactician. First, use the Ji Mian spell. Next, use An Sha, except not on Si Ma Yi. The Power Pills boost your hitting strength versus Si Ma Yi. With luck, you'll defeat him with Wan Fu before he restores his forces.

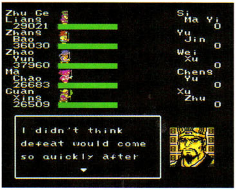

Zhu Ge Liang
Zhao Yun
Ma Chao
Zhang Bao
Guan Xing
Huang Zhong
▸★Jiang Wei
Command
TALK
CHECK
▸FORMATION
GENERAL
ITEM
ORDER
STRAT.

Jiang Wei is acting tactician.

When Zhu Ge Liang is at the head of your line up, make Jiang Wei the tactician, because he can use both Ji Mian and An Sha.


Zhu Ge Liang 26802
Zhao Yun 39338
Ma Chao 27392
Zhang Bao 35382
Guan Xing 30598
Si Ma Yi 40972
Yu Jin 30767
Wei Xu 27965
Cheng Yu 24233
Xu Zhu 20020
TP LEF 57
Huo Shen
Shui Long
Wan Fu
▸Ji Mian
Gui Huan
An Sha
ITEM

Your first move should be to use the Ji Mian spell, making it unlikely that the enemy will cut off the heads of your generals.


Zhu Ge Liang 29021
Zhang Bao 36030
Zhao Yun 37960
Ma Chao 26683
Guan Xing 26509
Si Ma Yi 0
Yu Jin 0
Wei Xu 0
Cheng Yu 0
Xu Zhu 0

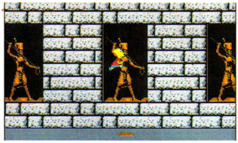
I didn't think defeat would come so quickly after

Si Ma Yi is tough, but he can be beaten. Mass Tactic Points and Power Pills prove the winning combination for Zhu Ge Liang.

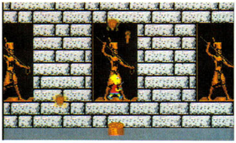
THE SIMPSONS: BART VS. THE SPACE MUTANTS

HOW DOES BART GET PAST THE STATUES AND THE TAR PITS?

Stuck in a museum with a bunch of statues carved by dead Egyptian dudes? Don't have a cow. Have Bart jump onto the ledge of one of the statues and jump up and hit its head. An ankh symbol appears. Grab six of them then jump to the column that has risen from the floor to ride out the earthquake.

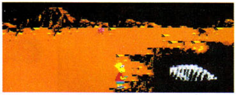


When you reach what seems like a dead end, jump onto one of the statue ledges then hit the head.

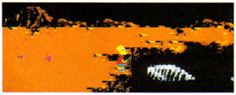


Collect six ankh symbols from the statues and stand on the column during the earthquake that follows.

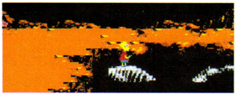
After dodging a hail of stones back in the museum hall with the statues, you can move on. When you do, chances are you'll jump into the tar pit and lose a Bart. The trick here is to jump from the upper ledge, even though it looks like part of the background and not something you can stand on. The first jump is the critical one. After that, just keep hopping.



If Bart jumps from here, he'll wind up in the tar.



Jump from the upper ledge to the skeletons.



The first jump is the most difficult one.

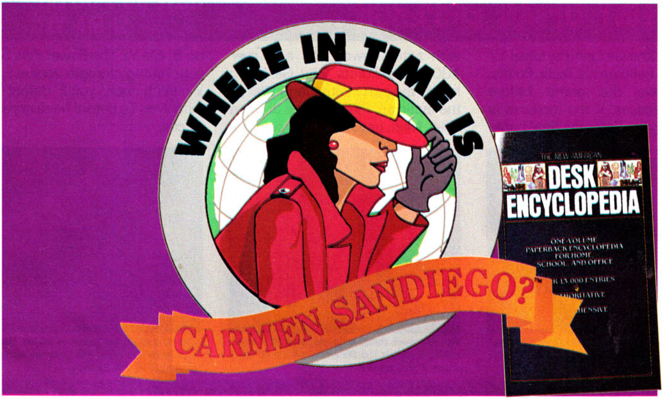
I'm waiting for your letters!

Write to:

NINTENDO POWER
Counselor's Corner
P.O. Box 97033
Redmond, WA
98073-9733

Call us!

(206)885-7529
Nintendo Game Counselors
Mon.-Sat., 4:00 am to Midnight
and Sun., 8:00 am to 5:00 pm,
Pacific time.


WHERE IN TIME IS
CARMEN SANDIEGO?™
THE NEW AMERICAN
DESK ENCYCLOPEDIA
ONE-VOLUME
PAPERBACK ENCYCLOPEDIA
FOR HOME,
SCHOOL, AND OFFICE
R 13,000 ENTRIES
HORITATIVE
HENSIVE

© 1991 Konami

CAREER CRIMINALS ON THE LAM!

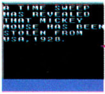
Konami brings famous villain Carmen Sandiego and her 15 V.I.L.E. henchmen to the NES in a special new package that includes a vital weapon: The New American Desk Encyclopedia. In a time machine, Carmen and cohorts are cruising through history causing trouble. Use the encyclopedia to track her down.

GAME PAK · DATA BOX	
WHERE IN TIME IS CARMEN SANDIEGO?	
KONAMI	
MEMORY	1 x 2 MMC3 — —

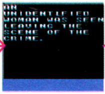
POWER METER	
Graphics & Sound	2.9
Play Control	2.7
Challenge & Excitement	3.3
Theme & Fun	3.6

Your Assignment: Crack the Case

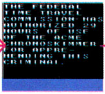
When Time Patrollers report a crime, the Chief calls on you to solve the case. You'll be authorized to use the amazing Acme Chronoskimmer to travel through time.



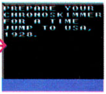
A TIME SWEEP HAS REVEALED THAT MICKEY MOUSE HAS BEEN STOLEN FROM USA, 1928.



AN UNIDENTIFIED WOMAN WAS SEEN LEAVING THE SCENE OF THE CRIME.



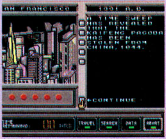
THE FEDERAL TIME TRAVEL COMMISSION HAS AUTHORIZED 29 HOURS OF USE OF THE ACME CHRONOSKIMMER FOR APPREHENDING THIS CRIMINAL.



PREPARE YOUR CHRONOSKIMMER FOR A TIME JUMP TO USA, 1928.

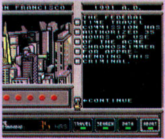
Begin Your Mission

Carmen's clever crew stole a time machine and is skipping around in time, stirring up trouble. Drat! Now one of the sticky-fingered felons has flown back to the year 1044 A.D. to steal the Kaifeng Pagoda from China. You have a mere 35 hours to track the thief down and return the Pagoda to the people of China. Before you leave, though, take a look at the dossiers of the Sandiego mob.


AN FRANCISCO
1991 A.D.
←CONTINUE
TIME REMAINING: 00 HRS
TRAVEL
SEARCH
DATA
ABORT

A TIME SWEEP HAS REVEALED THAT THE KAIFENG PAGODA HAS BEEN STOLEN FROM CHINA, 1044.

A time sweep pinpoints the time and place of the crime. Now it's your job to travel back in time to catch the crook.


N FRANCISCO
1991 A.D.
←CONTINUE
E MAINING: 35 HRS
TRAVEL
SEARCH
DATA
ABORT

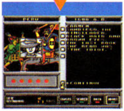
THE FEDERAL TIME TRAVEL COMMISSION HAS AUTHORIZED 35 HOURS OF USE OF THE ACME CHRONOSKIMMER FOR APPREHENDING THIS CRIMINAL.

You've been granted the use of the Chronoskimmer, but for only 35 hours. If you can't crack it, the case will go unsolved.

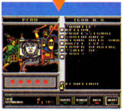
DOSSIERS

Savvy sleuths learn what they can about the criminal mind. Over the years, time patrollers have collected tidbits of information about the crooks they've encountered. Get the M.O. of Carmen's V.I.L.E. bunch by studying their dossiers. Knowing what makes them tick can lead to a speedy arrest.

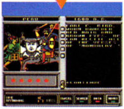
CARMEN SANDIEGO


She's no idiot. Carmen is the brains behind this bad bunch.

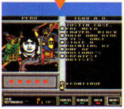
"AUNTIE" BELLUM


This southern belle is as charming–and devious–as can be.

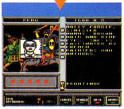
EARL E. BIRD


He gets the worm and anything else that's not nailed down.

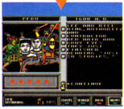
JUSTIN CASE


Justin takes whatever he thinks might come in handy someday.

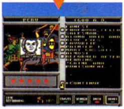
MOLLY CODDLE


She may look like a nice nanny, but Molly has a mean streak.

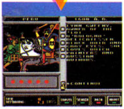
LEE & BILL DING


These sour-faced siblings share the blame for lots of jobs.

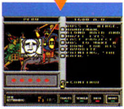
ERNEST ENDEAVOR


The only thing he's earnest about is committing crooked acts.

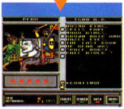
LYNN GWEENY


This deli owner is full of baloney. Don't trust her!

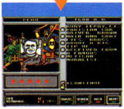
RUSS T. HINGE


Handyman indeed! His main project is making off with the goods.

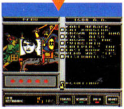
NOSMO KING


This health-conscious crook is a man of many mood rings.

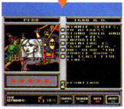
RUDY LEPAY


Lepay is a loud-mouthed lout who often leaves with the loot.

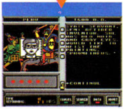
KARI MEBACK


Cat burglar Kari carts off whatever valuables she can carry.

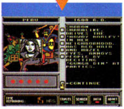
MINNIE SERIES


When the script calls for theft, Minnie's cast as the star.

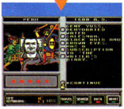
SYBIL SERVANT


Silent Sybil invents ingenious plans for heinous heists.

SHARON SHARALIKE

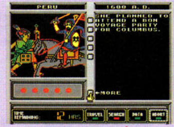

She likes to share others' things–without their permission.

GENE YUSS


Would you buy dehydrated water from this shifty character?

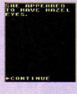
It All Adds Up

Sometimes witnesses and informants pass on clues that will help you identify the person who perpetrated the crime. Be sure to record the tips in your evidence file. When you've collected enough information, you can compute, or compare, the file to the dossiers and pick the thief out of the lineup.



SHE PLANNED TO ATTEND A BON VOYAGE PARTY FOR COLUMBUS.

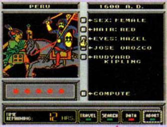
←MORE



SHE APPEARED TO HAVE HAZEL EYES.

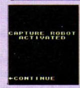
←CONTINUE

The witness has more to tell you. He noticed that she had hazel colored eyes. Who might that be?



←SEX: FEMALE
←HAIR: RED
←EYES: HAZEL
←JOSE OROZCO
←RUDYARD KIPLING

←COMPUTE



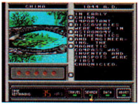
CAPTURE ROBOT ACTIVATED

←CONTINUE

Compute the information. When you identify Sharon Sharalike as the perp, the Capture Robot activates.

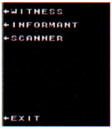
CHINA 1044 A.D.

Which mobster are you pursuing? And where are you headed? You won't know until you talk to witnesses and informants. If you're observant, you'll get the hints and follow the right track. Take notes! Your trail starts at the scene of the crime, China, in 1044 A.D.


CHINA
1044 A.D.
TIME REMAINING 35 HRS
TRAVEL
SEARCH
DATA
ABORT

```
IN EARLY
CHINA,
IMPORTANT
DISCOVERIES
WERE MADE IN
ASTRONOMY,
MATHEMATICS
AND ENGINEER-
ING. THE
MAGNETIC
COMPASS WAS
INVENTED AND
SUNSPOTS WERE
FIRST
CHRONICLED.
```

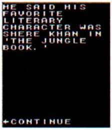
First, find out what's happening in China during the 11th century. Note any significant events.



```
◆WITNESS
◆INFORMANT
◆SCANNER

◆EXIT
```

Talk to a witness or informant to see if either of them remembers anything about the thief.



```
HE SAID HIS
FAVORITE
LITERARY
CHARACTER WAS
SHERE KHAN IN
'THE JUNGLE
BOOK.'

◆CONTINUE
```

According to the witness, he likes "The Jungle Book." Wasn't it written by Rudyard Kipling?

Evidence Update

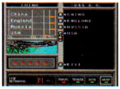
The witness also drops a hint about Thomas Jefferson, so go to the U.S. next. When you Search you use valuable time, so don't ask any more questions! Update your evidence file and compute the data as soon as you have enough info to issue a warrant for the crook.

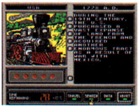
If you catch thieves before issuing warrants for their arrests . . .

you have to let them go free. Follow proper procedure.

U.S.A. 1778 A.D.

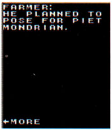
Turn the clock forward to Jefferson's time period, then head for the U.S. and the year 1778. Find out what notable events are taking place, then Search for more information.


CHINA
1044 A.D.
China
England
Russia
USA
◆CHINA
◆ENGLAND
◆RUSSIA
◆USA
◆EXIT
TRAVEL
SEARCH
DATA
ABORT


USA
1778 A.D.
TIME REMAINING 28 HRS
TRAVEL
SEARCH
DATA
ABORT

```
DURING THE
19TH CENTURY,
THE U.S.
PURCHASED A
VAST EXPANSE
OF LAND FROM
THE FRENCH AND
ACQUIRED
ANOTHER
ENORMOUS TRACT
AS A RESULT OF
WAR WITH
MEXICO.
```

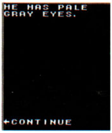
You're already down to 28 hours, and you haven't issued a warrant yet! Use your time wisely.



```
FARMER:
HE PLANNED TO
POSE FOR PIET
MONDRIAN.

◆MORE
```

Piet Mondrian . . . isn't he a Dutch artist from the early 20th century? Let's go to Holland



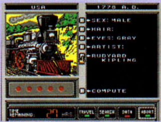
```
HE HAS PALE
GRAY EYES.

◆CONTINUE
```

The witness also recalls that the thief had gray eyes. It's time to update the evidence file.

Evidence Update

So far you've found out that the thief is a gray-eyed male who likes a book by Rudyard Kipling. Sometimes the computer can identify the criminal with three pieces of information, other times it can't.


USA
1778 A.D.
TIME REMAINING: 27 HRS
TRAVEL
SEARCH
DATA
ABORT

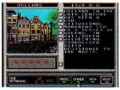
```
◆SEX: MALE
◆HAIR:
◆EYES: GRAY
◆ARTIST:
◆RUDYARD
  KIPLING

◆COMPUTE
```

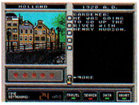
Take a risk and wait for another piece of information. Hop into the Chrono-skimmer and travel to 20th century Holland.

HOLLAND 1920 A.D.

You will arrive in Holland with 25 hours remaining. During the 20th Century, Holland is a constitutional monarchy. A witness here will drop some important hints. Don't miss them!


HOLLAND
1920 A.D.
TIME REMAINING 25 HRS
TRAVEL
SEARCH
DATA
ABORT

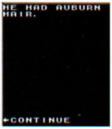
```
HOLLAND IN THE
20TH CENTURY
HAS BEEN A
CON-
STITUTIONAL
MONARCHY LED
BY A SERIES OF
QUEENS. IN
WWII, QUEEN
WILHELMINA
SYMBOLIZED
DUTCH
RESISTANCE TO
THE NAZIS.
```


HOLLAND
1920 A.D.
TIME REMAINING 24 HRS
TRAVEL
SEARCH
DATA
ABORT

```
GARDENER:
HE WAS GOING
TO GO UP THE
RIVER WITH
HENRY HUDSON.

◆MORE
```

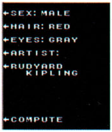
A gardener says that the thief is exploring with Henry Hudson. It's back to the U.S. for you!



```
HE HAD AUBURN
HAIR.

◆CONTINUE
```

Another tip! The culprit has auburn hair. That should help you make a positive identification.



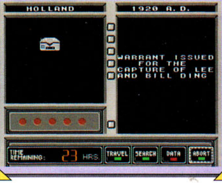
```
◆SEX: MALE
◆HAIR: RED
◆EYES: GRAY
◆ARTIST:
◆RUDYARD
  KIPLING

◆COMPUTE
```

The evidence file is nearly complete. You have enough information for a warrant.

Evidence Update

The evidence points to that terrible twosome, Lee and Bill Ding. A warrant is issued, the Capture Robot activated. You're ready to make an arrest.


HOLLAND
1920 A.D.
TIME REMAINING: 23 HRS
TRAVEL
SEARCH
DATA
ABORT

```
WARRANT ISSUED
   FOR THE
CAPTURE OF LEE
AND BILL DING
```

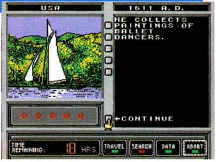
AMERICA 1611 A.D.

In the early 17th Century, Henry Hudson discovered the river and bay named for him. The Ding Bros. really had nothing to do with it, but they wanted to go along for the ride.

Talk about a time warp! You're back in the U.S., but it's more than a hundred years earlier than it was the last time you were here.

When you talk to the witness, it whittles your time to 18 hours. He tells you that the Dings are likely to be on their way to see the Goddess of Pulque. Where does she live?

Centuries ago, the Aztec empire flourished in central Mexico, which seems to be your next destination. This witness has even more to tell.


USA
1611 A.D.
TIME REMAINING: 18 HRS.
TRAVEL
SEARCH
DATA
ABORT

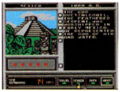
HE COLLECTS PAINTINGS OF BALLET DANCERS.

←CONTINUE

You already have a warrant so you really don't need any more evidence, but it's interesting to know that they like paintings of ballet dancers.

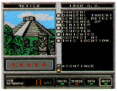
MEXICO 1000 A.D.

You've arrived in ancient Mexico at the pyramids of Aztec gods. What kind of trouble can Lee and Bill be up to here? The trail seems to be hot here. They can't be far ahead.


MEXICO
1000 A.D.
TRAVEL
SEARCH
DATA
ABORT

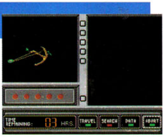
THE GOD QUETZALCOATL, THE FEATHERED SERPENT, WAS WORSHIPPED IN EARLY MEXICO. HE REPRESENTED THE GOD OF AIR AND WATER.

Your first Search reveals that they are, indeed, here! They are apparently hiding, though, so you'll have to Search more thoroughly to uncover the time tripping twosome.


MEXICO
1000 A.D.
TRAVEL
SEARCH
DATA
ABORT

DANGER! DANGER! THREAT SENSORS DETECT PRESENCE OF SINISTER PERSONS. COMPUTER INDICATES SUSPECT AT THIS LOCATION.

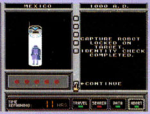
←CONTINUE


TIME REMAINING: 03 HRS.
TRAVEL
SEARCH
DATA
ABORT

Further investigation pays off! You're right on target.

Corner the Creeps

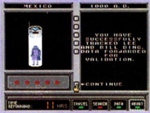
Because you've followed the right trail, you're about to bust the bad guys. And you even have time to spare! That will impress the Chief and other time patrollers.


MEXICO
1000 A.D.
TIME REMAINING: 11 HRS.
TRAVEL
SEARCH
DATA
ABORT

CAPTURE ROBOT LOCKED ON TARGET. IDENTITY CHECK COMPLETED.

←CONTINUE

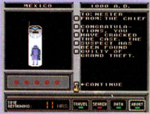
The Capture Robot activates automatically and hones in on the Dings. While holding them in its powerful beam, the Capture Robot runs an I.D. check, just to verify that you've picked up the right pair.


MEXICO
1000 A.D.
TIME REMAINING: 11 HRS.
TRAVEL
SEARCH
DATA
ABORT

YOU HAVE SUCCESSFULLY TRACKED LEE AND BILL DING. DATA FORWARDED FOR VALIDATION.

←CONTINUE

You have indeed tracked down a dangerous duo. The Capture Robot then checks to make certain that you have filed all of the necessary paperwork. It's a good thing that you took the time to obtain a warrant.


MEXICO
1000 A.D.
TIME REMAINING: 11 HRS.
TRAVEL
SEARCH
DATA
ABORT

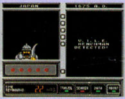
TO: NESTER
FROM: THE CHIEF
CONGRATULATIONS, YOU HAVE CRACKED THE CASE. THE SUSPECT HAS BEEN FOUND GUILTY OF GRAND THEFT.

←CONTINUE

Congratulations! You've cracked a tough case. These two are as crooked as the day is long–and days can last for centuries when you're time traveling! They'll be behind bars for who knows how long.

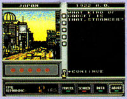
The Wrong Turn

If you hadn't been so clever, the case might have gone unsolved. Going to the wrong place, for example, is costly.


JAPAN
1625 A.D.
TIME REMAINING: 22 HRS.
TRAVEL
SEARCH
DATA
ABORT

V.I.L.E. HENCHMAN DETECTED!

When you're on the right track, you'll detect a V.I.L.E. Henchman.


JAPAN
1922 A.D.
TRAVEL
SEARCH
DATA
ABORT

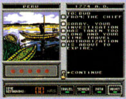
WHAT KIND OF GADGET IS THAT, STRANGER?

←CONTINUE

When you're on a cold trail, though, the people you meet won't know a thing.

Time's Up!

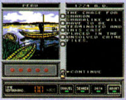
If you can't collar the criminal in the allotted time, the case goes unsolved and the thief goes free.


PERU
1774 A.D.
TIME REMAINING: 00 HRS.
TRAVEL
SEARCH
DATA
ABORT

TO: BUD
FROM: THE CHIEF
SORRY. YOUR INVESTIGATION HAS TAKEN TOO LONG AND YOUR TIME TRAVEL AUTHORIZATION IS ABOUT TO EXPIRE.

←CONTINUE

Uh oh, the Chief is calling. Bad news–time's up!


PERU
1774 A.D.
TIME REMAINING: 00 HRS.
TRAVEL
SEARCH
DATA
ABORT

THE CHASE FOR SHARON SHARALIKE WILL HAVE TO BE TERMINATED AND THIS CASE PLACED IN THE UNSOLVED CRIME FILES.

←CONTINUE

Because you blew it, the thief gets off scot-free.

ULTIMATE AIR COMBAT™

A MISSION INTO REALITY

Ultimate Air Combat from Activision for the NES gives you the chance to fly tactical air missions with a surprising amount of reality. On the way to the target you'll engage enemy fighters in a fierce dogfight. After destroying the bogeys, close in on heavily defended positions and make precision bombing runs on bridges, bunkers, ships, and other vital military targets. The enemy is a notorious dictator whose aggression against his neighbors forces the President of the United States to send America's finest pilot to make surgical strikes. This is more than a flight simulator. From actual armaments to realistic scenarios, not to mention handy password codes, UAC has the right stuff.

GAME PAK · DATA BOX

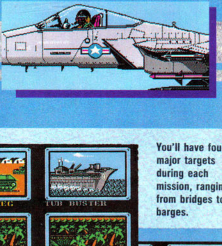
ULTIMATE AIR COMBAT

ACTIVISION

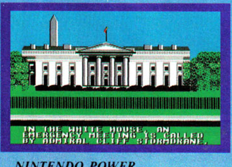
MEMORY	1M x 1M	
	MM3	——

POWER METER	
Graphics & Sound	3.7
Play Control	3.0
Challenge & Excitement	3.0
Theme & Fun	3.4

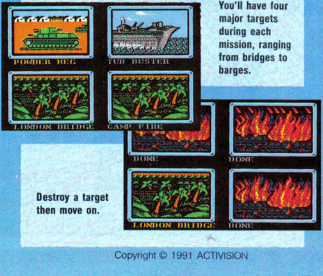
PRESIDENTIAL DECREE



In the Introduction option at the start of the game you'll get a behind-the-scenes glimpse of a White House briefing. Admiral Cliff Stormdrane tells the President about a conflict brewing overseas. General Don Gwano, a ruthless dictator, has financed an awesome military machine with his oil revenues. Now he is attacking neighboring countries. The Admiral's plan is to send in a crack pilot with the best hardware available. The briefing also includes an overview of the three jets that the pilot can use. The President agrees with the plan and you receive your orders.



IN THE WHITE HOUSE, AN EMERGENCY MEETING IS CALLED BY ADMIRAL CLIFF STORMDRANE.



You'll have four major targets during each mission, ranging from bridges to barges.

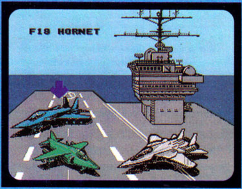
Destroy a target then move on.

Copyright © 1991 ACTIVISION

A CHOICE OF HARDWARE

When you reach the Flight Deck you'll have to choose between the three Navy jets available. All of the aircraft handle about the same, but each one carries specialized missiles. If you crash and burn, you'll have two more chances to complete the mission. Not only do you decide what plane to fly, you also choose the weapons that you take into combat. A description of each missile appears when you select it.

FA-18 HORNET



FUEL TANK

Extra fuel allows for longer dogfights.

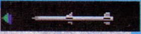
HARPOON

This Air-to-Ship missile tears through steel hulls.

ROCKEYE

The Rockeye works well against large ground targets.

SPARROW

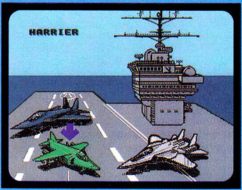


An Air-to-Air missile requiring a long radar track.

SIDE-WINDER

The heat-seeking Sidewinder has a limited range.

AV-8 HARRIER



FUEL TANK

Leave the extra fuel tank and load extra missiles.

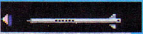
MAVERICK

Small impact cluster bombs for precision strikes.

SEA EAGLE

The British Sea Eagle is a powerful ship-killer.

ASRAAM

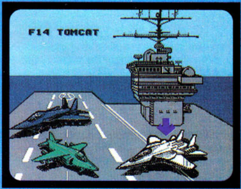


This Air-to-Air missile tracks great for close combat.

SIDE-WINDER

Three Sidewinders can be loaded on each point rack.

F-14 TOMCAT



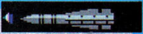
FUEL TANK

You never know how long an engagement will last.

AS-X-10

A modified Soviet Air-to-Ground missile.

PHOENIX



Perhaps the best Air-to-Air missile available.

SPARROW

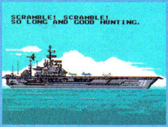
Ace pilots may enjoy the challenge of this missile.

SIDE-WINDER

The Sidewinder is standard equipment in the Navy.

SCRAMBLE!

After loading up for the mission—matching weapons to the type of target—you'll receive the scramble call. Your jet catapults off the deck of the carrier, or lifts vertically if you're piloting a Harrier, and the view changes to inside the cockpit. Before the first bogeys appear, glance quickly over the flight instruments, paying close attention to the Radar Screen, Missile Selector and Altitude Gauge. The controller works just like the stick on a fighter jet. Push forward to dive and pull back to climb. These planes are super maneuverable, but they do have altitude limits and you can't control your speed. Destroy three bogeys then move on to the target.

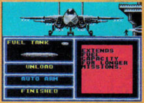


SCRAMBLE! SCRAMBLE!
SO LONG AND GOOD HUNTING.

Take-offs and landings are automatic.

AUTO ARM

The Auto Arm feature automatically chooses the appropriate weapons for a mission. If you don't have a favorite missile, this is the quick and easy choice, but it may not be as effective.

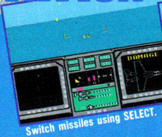


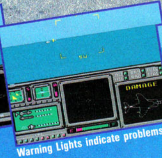
EXTENDS FUEL CAPACITY FOR LONGER MISSIONS.

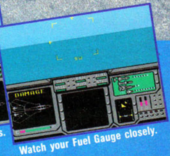
Auto Arm always includes a Fuel Tank.

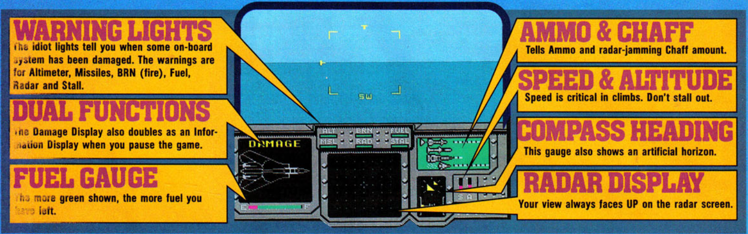
INSTRUMENTATION

It's important to know your instrument panel and to be able to size up your situation in a glance. The panel shown below is for the F-18. Each plane has slight variations in the layout of instruments.


Switch missiles using SELECT.


Warning Lights indicate problems.


Watch your Fuel Gauge closely.



WARNING LIGHTS
The idiot lights tell you when some on-board system has been damaged. The warnings are for Altimeter, Missiles, BRN (fire), Fuel, Radar and Stall.

DUAL FUNCTIONS
The Damage Display also doubles as an Information Display when you pause the game.

FUEL GAUGE
The more green shown, the more fuel you have left.

AMMO & CHAFF
Tells Ammo and radar-jamming Chaff amount.

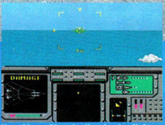
SPEED & ALTITUDE
Speed is critical in climbs. Don't stall out.

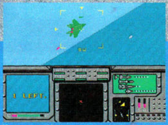
COMPASS HEADING
This gauge also shows an artificial horizon.

RADAR DISPLAY
Your view always faces UP on the radar screen.

DOGFIGHTING TACTICS

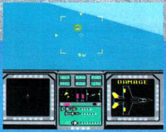
The bogeys come in fast and furious, but you have a lot of fire power. Watch the heads-up display for missile lock or listen for the computer voice that shouts "Fire!" The missiles are much more effective than guns. Get the bogeys off your tail.


Use Air-to-Air missiles in dogfights.



Use guns if you run out of missiles.

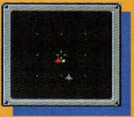
POWER-UPS


Aim for the center of Power-Ups.

Sometimes Power-Up items appear after destroying an enemy target. If you want strict realism, just don't collect the items. On the other hand, a little extra fuel or damage repairs can be useful after a dogfight. Identify Power-Ups on the radar as a round object.

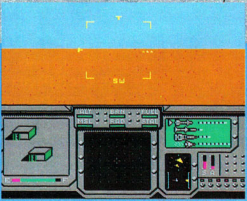
BACKDOOR BOGEY

If bogeys lock onto your tail, the best tactic is to pull through 180 degrees vertical and swoop in behind them. Be prepared to get missile lock as you come around.



PROCEED TO TARGET

Once you've trashed the interceptors, move on to the main target over land or at sea. For a short time the Damage Display shows you the specific target type—whether its a bunker, bridge or some other structure or ship. Then the view changes for the bombing run.

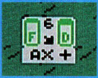

Remember the specific target for your mission.

COMMENCE BOMBING RUN

You must bomb specific sites in order to destroy General Gwano's war-fighting capability. The bombing run has an overhead, outside the fighter view with a cross-hair to line up your bombs. The inset gauge displays fuel, the number of remaining targets and a directional arrow pointing to the next target.

VITAL SIGNS

The inset gauge on the screen shows all the essential information you need for a successful bombing run. The arrow points at the closest primary target and the numeral shows how many targets remain. The Fuel Gauge indicates when you're running low.



Follow the arrow to the targets.

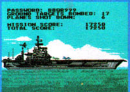
POWER-UPS

Power-Ups may appear after destroying enemy armor or installations. Extra fuel, bombs or in-flight repairs give you extra time to knock out primary targets or to destroy secondary targets.

Go ahead, Power-Up.

BOOST YOUR SCORE

Although you must take out all the primary targets, you can also destroy anti-aircraft batteries, tanks, bunkers, oil tanks and other military targets for extra points.



```
PASSWORD: BBOR???
GROUND TARGETS BOMBED: 17
PLANES SHOT DOWN:       6

MISSION SCORE:      17250
TOTAL SCORE:        17250
```

Use guns to destroy bonus targets.

MORE MISSIONS

After you complete the first four missions, the Admiral has four more lined up. This time the fighting is even harder. Enemy pilots are more skilled and they launch missiles at you. Use Chaff to throw them off. You'll also fly night missions. New weapons become available the further you progress in the game.

WEAPONS UPGRADES

Top military laboratories in the U.S. have been working overtime to provide you with the latest in super weapons. When you complete a set of four missions, new weapons like an Air-to-Air laser will be available for certain planes.

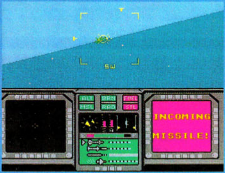
The laser takes time to recharge.

Upgrade missiles and bombs.

The Harrier gets added racks so more ordinance can be loaded on to it.

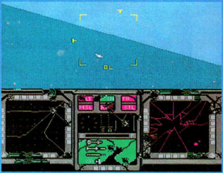
CAUGHT IN THE FIRE FIGHT

As you destroy more and more of General Gwano's forces, the fighting gets ever more desperate. The dogfights are tougher and there are more targets to hit on the ground, plus tougher anti-aircraft defenses. To completely destroy the General's ambitions will take nerves of steel and maybe a little luck.

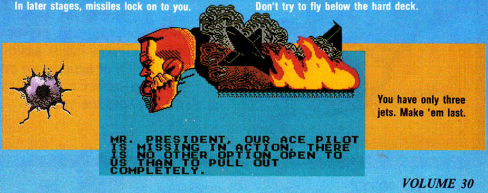


INCOMING MISSILE!

In later stages, missiles lock on to you.



Don't try to fly below the hard deck.



MR. PRESIDENT, OUR ACE PILOT
IS MISSING IN ACTION. THERE
IS NO OTHER OPTION OPEN TO
US THAN TO PULL OUT
COMPLETELY.

You have only three jets. Make 'em last.

GAME PAK · DATA BOX

TOM & JERRY

HI TECH EXPRESSIONS

MEMORY	1M x 1M	
	MM3	— —

POWER METER	
Graphics & Sound	3.7
Play Control	3.0
Challenge & Excitement	3.0
Theme & Fun	3.4

Tom & Jerry™ (and Tuffy™)

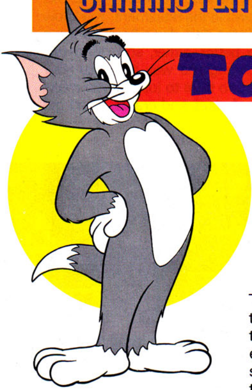
TM and Copyright 1991 Turner Entertainment Co.

CELEBRATING 50 YEARS

This past half-century has been witness to the comical cat 'n mouse antics of Tom, a particularly frazzled feline, and Jerry, his mischievous mouse friend. After starring in more than 200 cartoons, entertaining captivated audiences in over 90 countries and winning eight Academy Awards, this power duo now makes its video game debut in Hi Tech's latest action-packed adventure game, Tom & Jerry. Will all that experience pay off? Don't get yourself caught in a mousetrap—check out our furry friends in the most exciting Tom & Jerry appearance yet!

CHARACTER INFO

So, you may ask yourself, what are our fun-loving pals really like? Read on for the whole scoop on our cast.

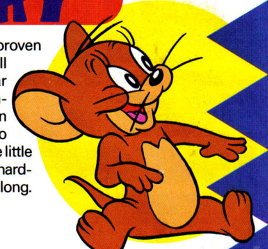


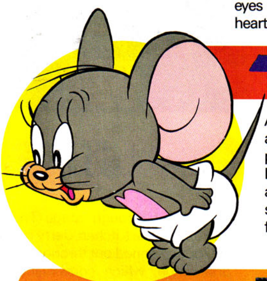
TOM

Tom is your ordinary gray and white house cat, and a proud one at that! He can be frequently found napping on the job and therefore regularly becomes a prime target for Jerry's practical jokes. When awake, though, this cool cat is always on the lookout for surprise mouse attacks—he will even come up with an occasional scheme to try to get even with Jerry. Though his efforts to outsmart Jerry are usually fruitless, it doesn't stop him from trying again!

JERRY

This pint-sized wonder has definitely proven that being small doesn't have to be all that bad! With quick little feet, big radar ears and sharp mind, Jerry can get himself out of almost any predicament. He can then sit back and snicker as Tom gets into a heap of trouble himself. With those cute little eyes and blushing cheeks, not even hard-hearted Tom can stay mad at Jerry for long.



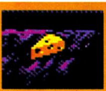


TUFFY

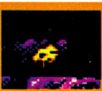
An adorable little bundle of energy, clad in an overpadded diaper and armed with enthusiasm, Jerry's little nephew Tuffy is the perfect partner in play and student in cat harassment. While learning all the tricks from Uncle Jerry, the young lad even pulls a few of his own out of his hat! What does this dynamic duo spell? Double the fun for Jerry and Tuffy, but double the trouble for a frustrated Tom!

SOME HELPFUL ITEMS

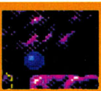
Collect these useful items along the way to help you get out of any sticky situations you may encounter.



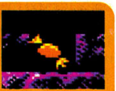
A Big Cheese refills one Life Heart.



Grab the Little Cheese for Bonus Points.



Marbles are your main weapon.

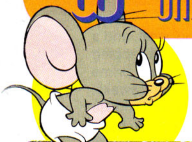


Blow a bubble to float up to high places.

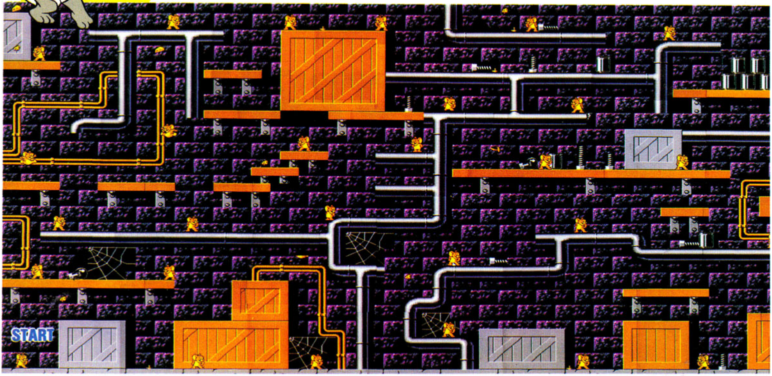
SO WHAT'S THE PROBLEMO?

Tom is at it again with yet another fur-brained plot! He has mousenapped Jerry's nephew, Tuffy, and locked him in a trunk in the attic. As Jerry, you have to make your way up from the basement through five levels, each a different room in the house, to rescue the little guy who admires you so much. Along the way, you'll come up against obstacles like pesky Roaches, slimy Snails, an army of Ants and, of course, Tom himself! You can do it, though. Remember, Tuffy is counting on you!

WORLD ONE

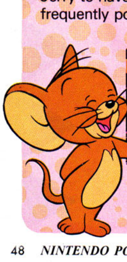


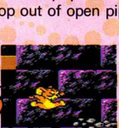
You're all ready to rescue Tuffy from up in the attic, but Tom's made this one tough on you by making you start down in the Basement. You know everybody has to start somewhere, but it's too dark down here! All those creepy-crawlies don't make things any better, either, so grab a few pieces of strategically placed Cheese along the way to make your journey a little more pleasant. You've got no time to lose as you make your way up through the tangled mess of pipes and crates. Don't get lost! This is only the beginning.



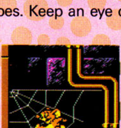
STAGE ONE

Stage One is easy to get lost in. Don't forget to keep your mousy wits about you as you make your way to the exit in the upper right corner! Try jumping on different objects—some will prove to have helpful hidden footholds you may not have noticed before. Using the crates to stand on and climbing up the pipes is a good way to reach high spots. Watch out for those Bees, though, because they will make a beeline right for you. Although they won't hurt you, they can cause Jerry to have a nasty spill. Also beware of the blasts of steam that frequently pop out of open pipes. Keep an eye out for new items!

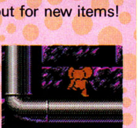




Don't let Jerry get roasted by the hot blasts of steam!



Spider Webs will make Jerry as slow as molasses.



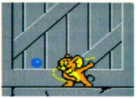
Find the Bonus Stage hidden in each stage to earn extra points.

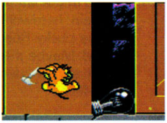
STAGE

To make it through Stage Two and up into the Kitchen, Jerry has his route planned out through the drain pipe, which conveniently enough, makes a perfectly mouse-sized tunnel! You will have to share the pipes with an occasional rush of water, so don't get swept away. There are lots of pieces of Cheese to be found, as well as a healthy supply of Invincibility Ink to help you get past the many Snails and Lobsters. Helpful hints to remember: While Snails and still Still Lobsters cannot be destroyed, you can put them to sleep with a few hits from your Marbles. Moving Lobsters can be destroyed with two hits.

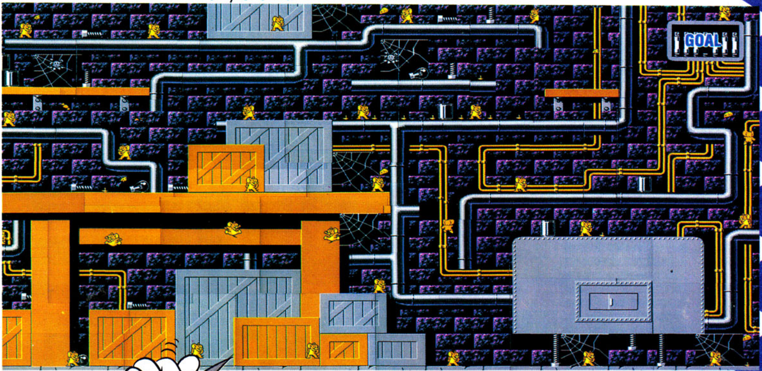
STAGE ONE WEAPONS

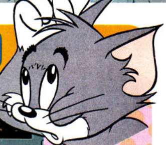
It seems Tom has lost a few over the years, but witty Jerry has an endless supply of Marbles at his disposal. Give them a try and see where they are most effective. There are some other handy items to be found in World One, like the Hammer and the Frying Pan. With these special weapons, you can defeat some enemies with only one hit!



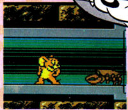


Use the Hammer on tough enemies.

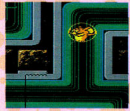




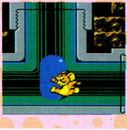
TWO



A Still Lobster can't be destroyed. Just put it to sleep for a while.



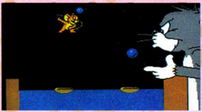
To get up high, float in a bubble.



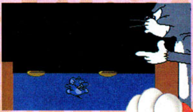
Don't let an unexpected Water Blob catch you off guard!

STAGE THREE

Look who's waiting for you at the end of World One! About five good hits on the head with your Marbles should keep Tom out of the way.

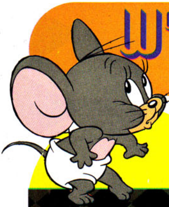


Jump up and shoot a Marble at Tom's head.



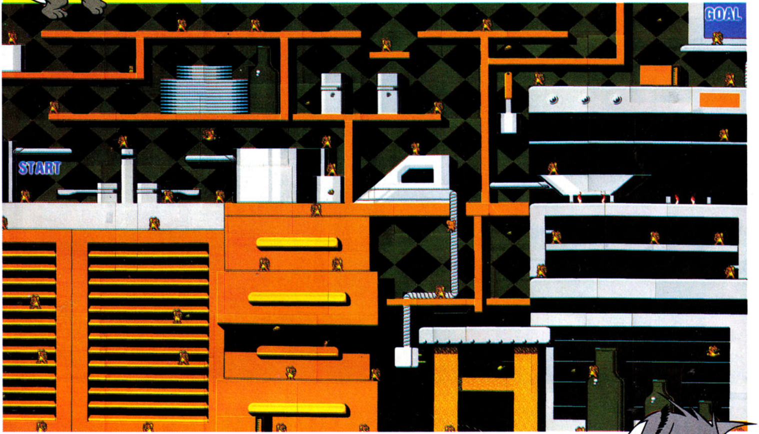
Don't take a dip–Jerry can't swim!

SUN FUN
TOM TOM Z



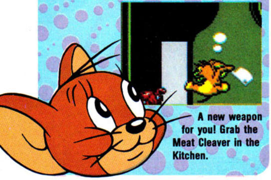
WORLD TWO

Relieved to be out of that dark Basement, eh? Jerry's next stop on the way up is in the kitchen. Yum! There is sure to be plenty of Cheese here for a certain hardworking and hungry mouse named Jerry! Unfortunately, those pesky Roaches and a whole army of Ants had the same thing in mind. Maybe there will be enough snacks to go around for everyone. We hope so, because Jerry needs his strength to make all the tricky jumps in this level.



STAGE ONE

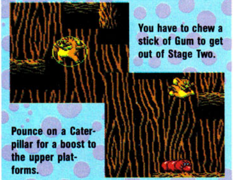
When you're a little mouse, everything in the big human-sized world can be so overwhelming! Carefully make your way through the cupboards, drawers and shelves. Make use of all the items in the kitchen. Jump on pan handles, or grab a Meat Cleaver for some spice.



A new weapon for you! Grab the Meat Cleaver in the Kitchen.

STAGE TWO

Stage Two sends you sneaking behind the walls. This must be where all those Ants have been camping out! Head to the upper left area and use your Bubble Gum to find your way out of the woodwork.

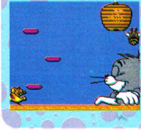


You have to chew a stick of Gum to get out of Stage Two.

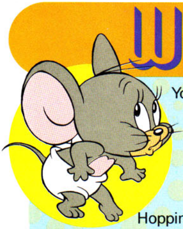
Pounce on a Caterpillar for a boost to the upper platforms.

STAGE THREE

Not again! Tom has come back to greet you at the end of Stage Two, but he seems to have fallen asleep. Maybe you can get these Bees to help wake him up. The trick is to get each Bee to sting poor Tom on the head. With practice, you'll surely put a "sting" in his step!



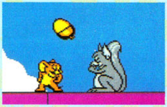
Stand on the middle platform and toss a marble at the Hive.



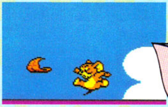
WORLD THREE

STAGE ONE

You're getting close—don't give up now! It is very windy up on the Roof, so watch out for leaves and other flying debris. They will push you right off the edge! You also will find a whole herd of acorn-throwing Hopping Chipmunks up here, too. Most every obstacle can be taken care of with your Marbles.



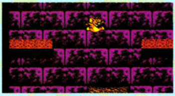
Two hits will take care of 'em!



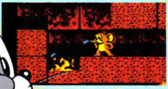
They just won't "leave" you alone!

STAGE TWO

Where there's a Chimney there's fire! Marbles won't be of much help to Jerry in this hot box, but a Cup O' Water might help put the flames out. Watch out for those floating Coals.



A bouncy Sponge helps out.



Put the fire out with a Cup O' Water.

STAG

Our fiery fel
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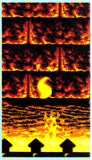
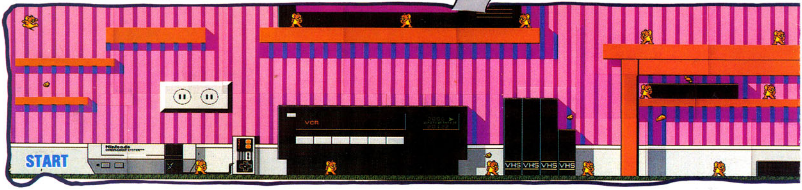
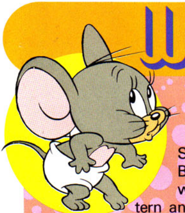


Ouch! Jerry better k





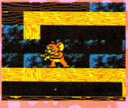
WORLD FOUR

STAGE ONE

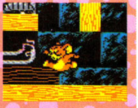
It is nice to be back indoors in a comfy living room. Just where a nice house mouse should be! Stage One is filled with Bouncing Balls ready to bump Jerry off without hesitation. Watch the pattern and avoid them or take them out with a couple of marbles.

STAGE TWO

Be sure to pick up the Drill in Stage Two. Experiment to see which walls you can drill through.



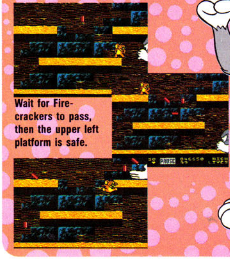
The Drill can be used on certain walls.



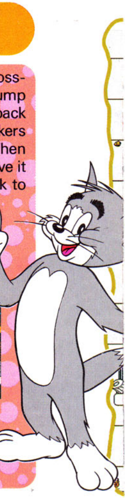
Watch the electricity or you'll get a nasty shock.

STAGE THREE

Back again? This time Tom is tossing Firecrackers at our hero. Jump to the upper left platform, then back to the right after the Firecrackers pass. Watch the pattern. When Tom's head appears, let him have it with the Marbles then get back to the upper left. Be quick!



Wait for Firecrackers to pass, then the upper left platform is safe.



E THREE

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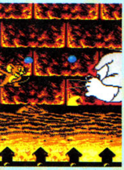
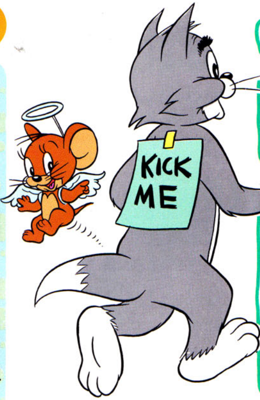
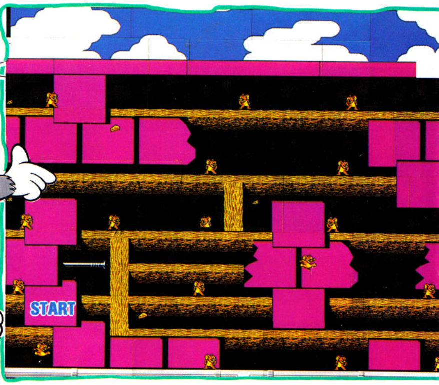
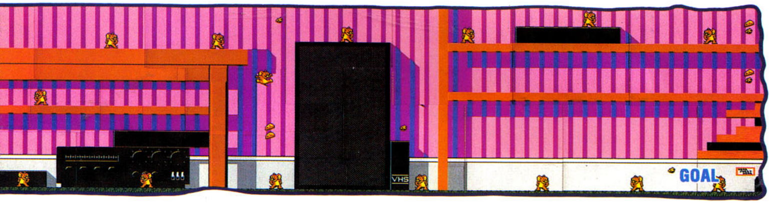
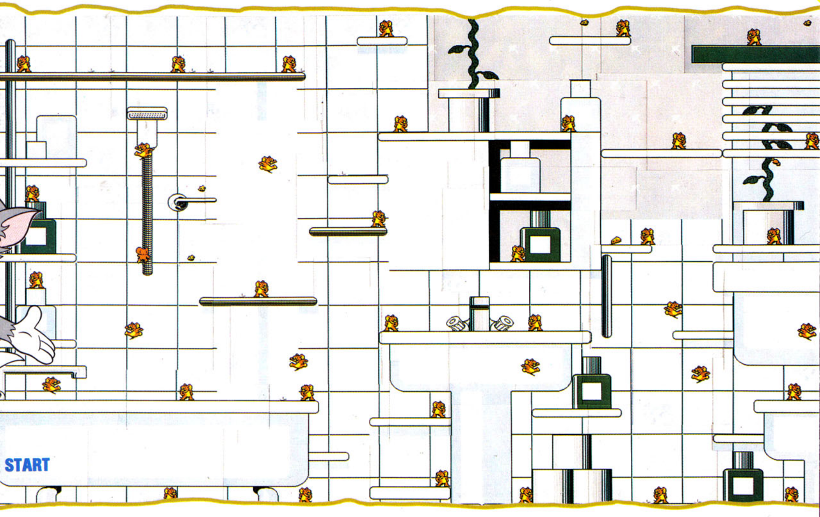


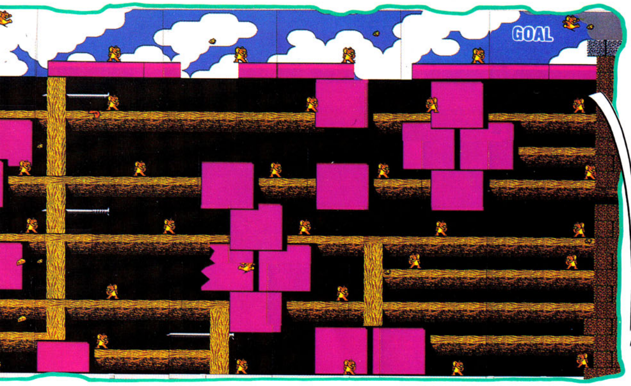
eep dodging those flames.



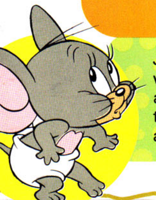






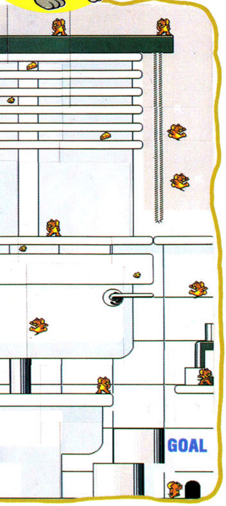


WORLD FIVE



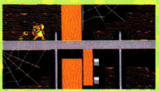
STAGE ONE

Jerry has made it to the last stage and there's no time for a pit stop—we're almost to Tuffy! Those nasty Roaches and Chomping Dentures are back in full force, but you know how to take care of them. If you think you are stuck, just look for a dangling electric cord to grab onto or a bottle top to leap on.

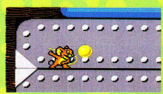


STAGE TWO

This must be the Attic—it is full of Ghosts! Avoid the cobwebs and nails, and use the Mothball sparingly, as you'll need it for the final confrontation.



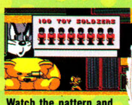
Get the Key to save Tuffy!



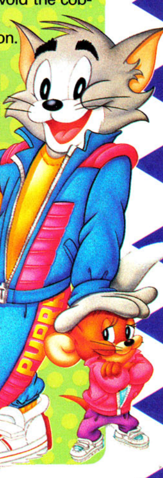
Mothballs are better than Marbles.

STAGE THREE

No more Mr. Nice Mouse! It's time to stop playing games—at least until Jerry can devise a scheme to get Tom back, that is. Dodge the Rockets and toss those Marbles at Tom's head, and you'll soon have your number one helper back.



Watch the pattern and keep those Marbles coming!



FACEBALL™ 2000

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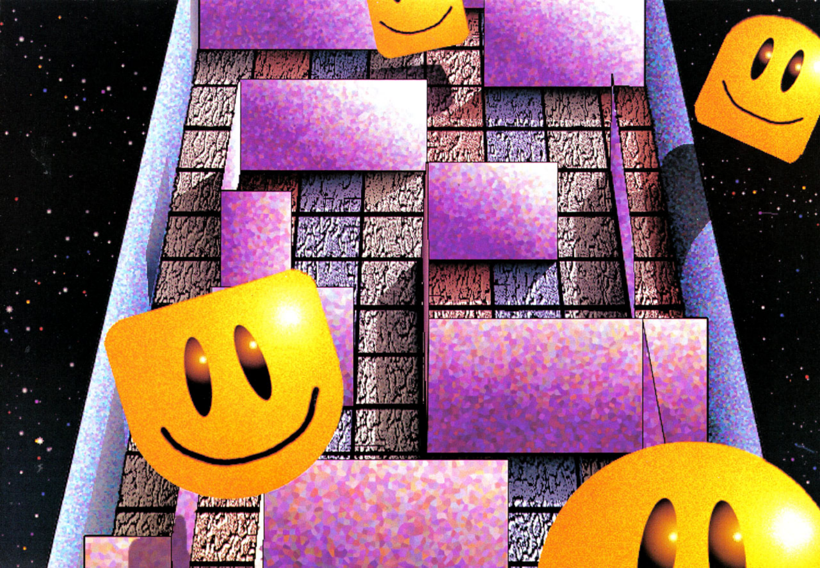

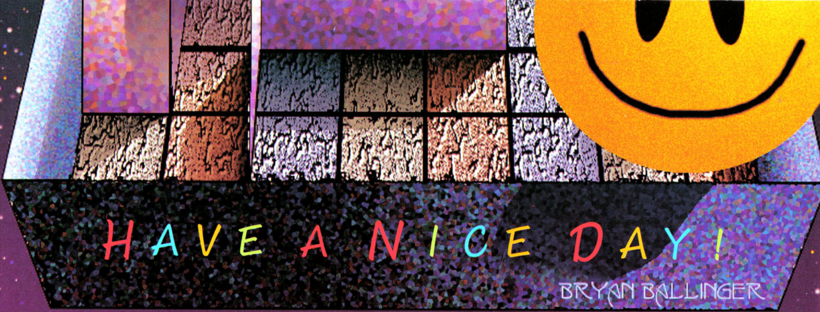
HAVE A NICE DAY!
BRYAN BALLINGER

COMING SOON

TO A GAME BOY NEAR YOU

Produced By Bullet Proof Software

NINTENDO POWER®

SPECIAL FEATURE

GAME BOY™

BATTLE TOADS
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Press to begin game
Created by Xanth Software F/X
KID ICARUS
KID ICARUS OF MYTHS AND MONSTERS
NEW GAME
CONTINUE
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DOUBLE DRAGON II
DOUBLE DRAGON
双截龍
WORD HAI
meldac presents
WordHai
DOT MATRIX WITH STEREO SOUND
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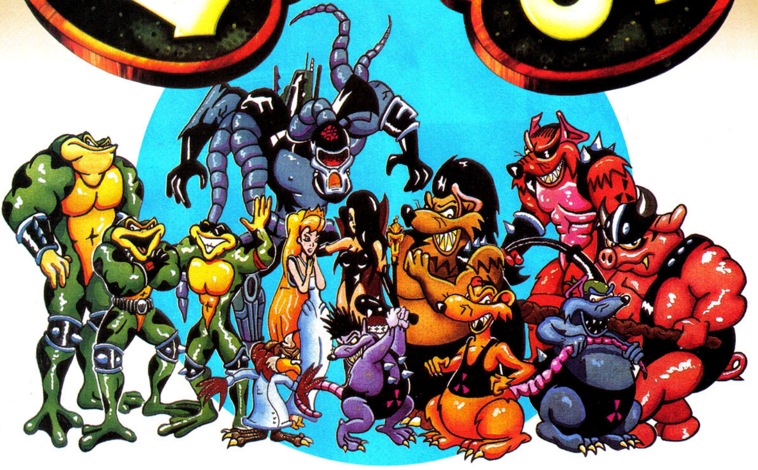
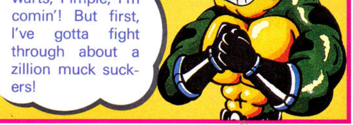
BATTLETOADS™



The Dark Queen Hatches A New Scheme!

To your battle stations Toadsters! The Dark Queen is up to her evil tricks again and those fabulous fightin' frogs, the Battletoads, are in for another round of slime smashin' action against her fiendish forces! Zitz goes it alone through nine treacherous stages to track down Her Wicked Majesty's ship, the Gargantua, and save his crazy compadres, Rash and Pimple, from the clutches of the queen in this all new sequel to the Toads' NES mega-hit. He'll soar, slide, swing and slam his way through Armagedda and soon go against the rockin' Robo-Manus!

Time to get mad, bad and crazy Zitz! Rash and me are in deep slime inside the Dark Queen's ship.


Hold onto your warts, Pimple, I'm comin'! But first, I've gotta fight through about a zillion muck suckers!

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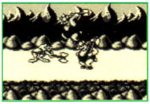
STAGE 1

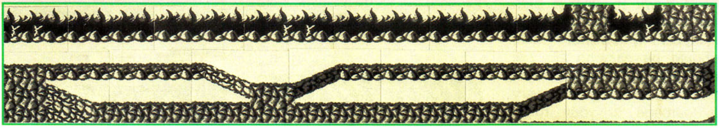
The battle begins much like the Toads' first adventure, this time, though, there's only one frog up against an army of Psycho Pigs and Groggs. Their leader, General Slaughter, is waiting in the wings!

Sock The Swine!

Bop the first Psycho Pig with a couple of well-placed boots, then grab his axe and take on the others. You'll waste 'em with one hit!

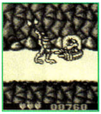


START



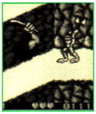
Hit 'Em Low

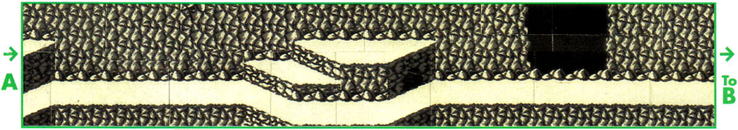
Rat-Zaps fire off two shots when they're hovering high. Then they dip down to the ground. That'll be your cue to bust 'em up!



Club The Clubba

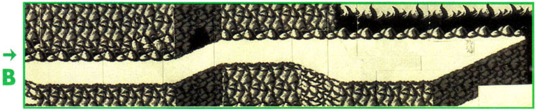
After the Clubba takes three quick swipes and two slow ones, move in and knock it out with two swings of the axe.





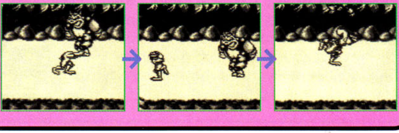
Clubba Breaks Out

A Clubba starts swingin' as soon as you round the corner.



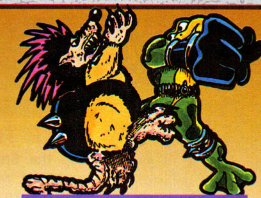
GENERAL SLAUGHTER ATTACKS!

Big, bad General Slaughter is fast and powerful. If you've still got the axe, hit him and run. If you don't, move in close and come at him with a Kiss-My-Fist flurry. You should be able to keep the General in the air and out of your face.



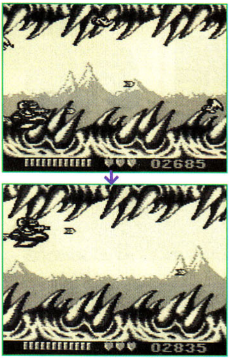
STAGE 2

Take to the sky, Toad! The Dark Queen's flying rodent air force is on the way. You've got to hop on a Turbo Wing and head 'em off! Once you blast through the small rats, you'll go up against the big cheese!



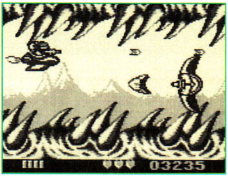
Flapper Force

Your first airborne adversaries are frenzied Flappers. There are tons of these speedy bat-like beasts. Stay on the left side of the screen, fire rapidly and move up and down to clear a path through the Flapper wave. Since the Flappers fly in a straight line, it should be easy to zig zag through the group and move on to the next challenge with very little damage to your Turbo Wing.



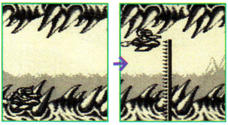
Auto Guardian Alert

An Auto Guardian flies in as soon as you blast the Flappers. It's only vulnerable to your shots when it's sending out its own blasts. Hold down the B Button to Power-Up your cannon, then fire away!



Walls Rush In

Spiked walls fly into the area with super speed. Watch them as they approach and steer your Turbo Wing through the holes.

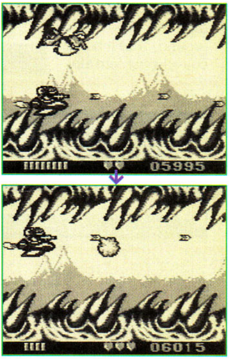


Another Auto Guardian

Take out this mechanoid the same way that you took out the last one.

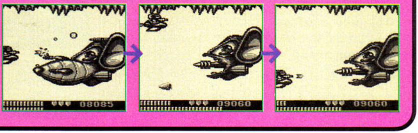
Bat-Rat Attack

The mutant mice with wings that fly in for the fifth air wave are quick and crafty. Blast 'em with rapid shots before they swoop down and smack you.



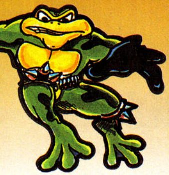
ROCK THE RODENT ROCKET

The Rodent Rocket is built to last! As soon as you take out its four smoke-sputtering guns, it'll streamline into a mighty Toad-blasting machine. Stay out of the way as it fires off four shots, then move in quickly and aim for the big gun.



STAGE 3

You're on webbed-foot in this sinister stage. The Darkling is an evil creaturé with a legion of loyal Giblets and Krunchas. Fight them off but, watch your step. It's a long way down and frogs can't fly.



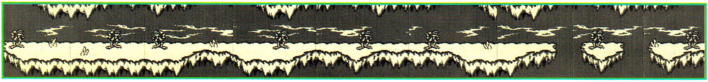
Don't Get Burned, Zitz!

When you pound the Giblets then give 'em a Big Bad Boot, you'll leap into the air and move forward several steps. Watch out! If you go too far, you'll fly into a fire or fall off the edge. The best way to clear the area of these rodents is to let them come to you as you're standing away from all other dangers, then let 'em have it!

Wait 'Em Out

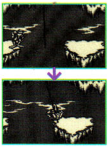
There are Giblets crawling all over these small islands in the air. Wait for a while before you jump and some of them will fall.

START



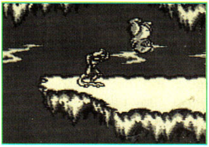
Swing, Toad! Swing!

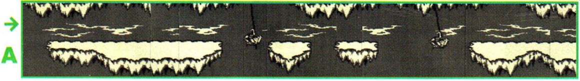
Take a tip from Tarzan and swing across the wide gaps in this area by grabbing onto the ropes and letting go when you get to the other side. The last ones move very quickly. Jump as they come at you.

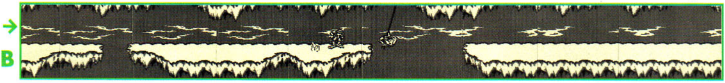


Crush The Krunchas

These critters look tough but, beating them will be a cinch. Pummel 'em with a Jawbuster and move on to the greater challenges at the end of the stage.

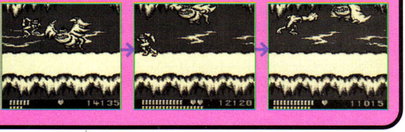






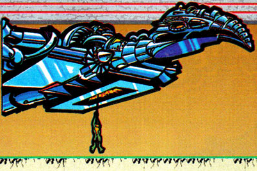
DESTROY THE DARKLING

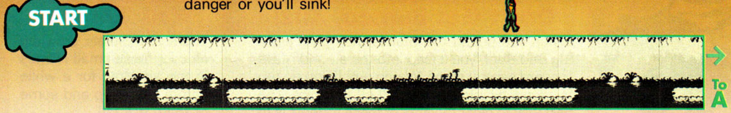
The winged Darkling flies near the top of the screen and occasionally drops down with a jarring thud. Jump up and hit it in the air, then immediately move in the other direction before it bites back. Good luck, Toad. You'll need it!



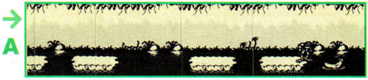
STAGE 4

After a quick hop through the swampy area of the river, you're gonna take a ride on the jammin' Jet Ski all the way to wild and wicked Wurm. Stay out of danger or you'll sink!



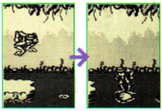


Saturn Toadtraps crawl all over this area. Knock 'em out of the picture with a quick Anvil Slam.



Hop Onto The Rocks

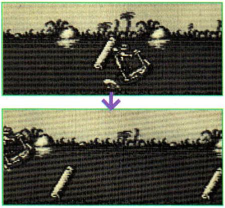
There are rocks that move up and down in the water. Jump in their direction as soon as you see the water ripple.



Burn Water, Battletoad!

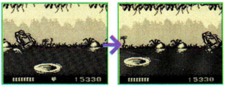
Dodge The Log Jam!

The Jet Ski starts to speed through the river as soon as you hop on. Stay on the left side of the screen and move up and down to avoid the Logs that drift by.



Watch For Whirlpools!

Turning torrents flow up and down along the width of the river. Speed by when they're on the other side or jump over 'em.



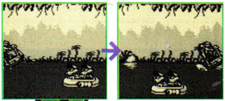
Wait for the Whirlpools to move to the other side of the river. Then go for it!

Tentacle Terror

Octopus Tentacles pop out of the water all over the third leg of the river. Weave to avoid them.

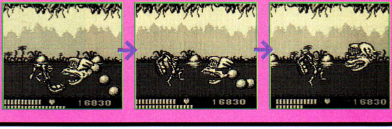
Fly By Floating Rats

The two-rodent Rat Dinghies move up and down very quickly. Slow down as you approach them, then coast by when it's clear.



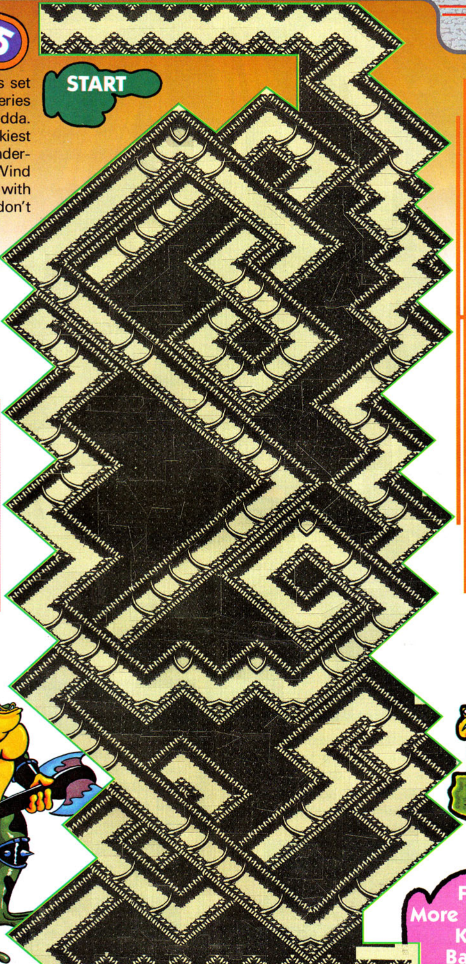
MASH THE MIGHTY WURM

The river stage ends with a wild Wurm showdown. Use the Jet Ski Swing to slap this awesome river monster and you'll knock it out of commission. Once the body is gone, the head floats freely in the air. Keep swinging and you'll send it sailing.



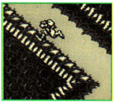
STAGE 5

The Dark Queen has set up a complicated series of traps on Armagedda. One of her trickiest snares is this underground maze. Wind through the maze with web-feet flying and don't get flattened by the Brain Damage boulder that is following you. It'll take a lot of practice to master!



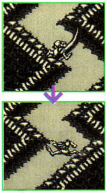
Keep Hoppin' Frogman!

This upward passage is super tough! Don't make a mistake or you'll fall flat.



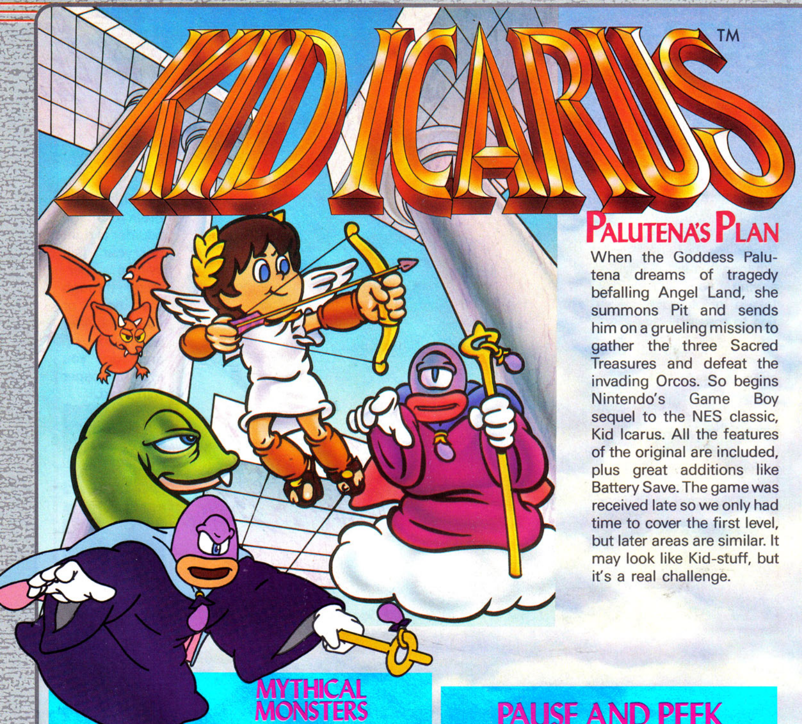
Run From The Rock!

Watch it! The Brain Damage boulder is right on your tail! Weave perfectly through the maze or the boulder will catch up and turn you into a paper thin Toad.



Four More Stages To Go! Keep Battlin', Toad!

KID ICARUS™

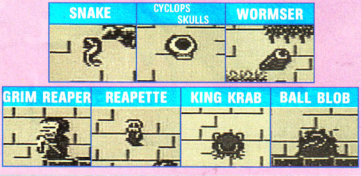


PALUTENA'S PLAN

When the Goddess Palutena dreams of tragedy befalling Angel Land, she summons Pit and sends him on a grueling mission to gather the three Sacred Treasures and defeat the invading Orcos. So begins Nintendo's Game Boy sequel to the NES classic, Kid Icarus. All the features of the original are included, plus great additions like Battery Save. The game was received late so we only had time to cover the first level, but later areas are similar. It may look like Kid-stuff, but it's a real challenge.

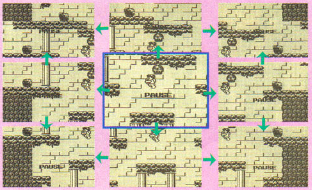
MYTHICAL MONSTERS

Pit gains strength by defeating enemies—lots of enemies. Flyers, crawlers, creepers and Reapers become arrow-bait for our hero. Guardians in the fortresses are tough to handle, not to mention handling the embarrassment of being turned into an eggplant by an Eggplant Wizard.



PAUSE AND PEEK

While the game is paused, you can scroll in every direction around Pit's position using the Control Pad. Plan out the best route ahead or find rooms to explore.



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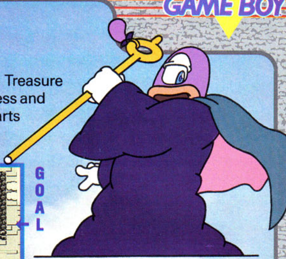
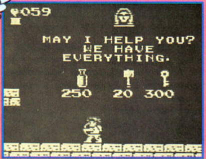
STAGE 1

Stage One's trickiest area is the series of long jumps between the Treasure Room and the Shop Keeper's Shop. For the highest, longest jumps, press and hold the A Button. Don't rush through this stage. Collect as many Hearts as possible by shooting monsters.



SHOP KEEPER



059

MAY I HELP YOU?
WE HAVE
EVERYTHING.

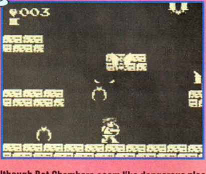
250 20 300

The Shop Keeper is an honest citizen of Angel Land. His prices are lower than the Black Marketeer's, but he won't let you use a Credit Card. Buy a glass or bottle of Water of Life, or a Hammer or Key.

HARP

Grab the Harp and turn enemies into Hammers for a limited time.

BAT CHAMBER



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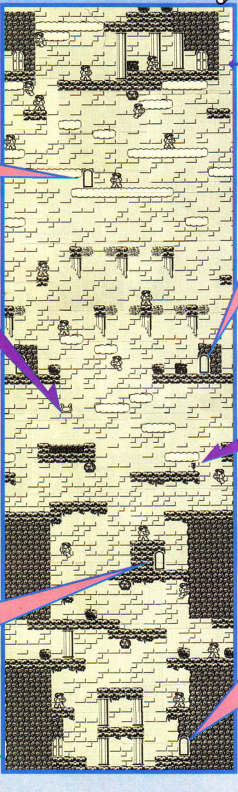
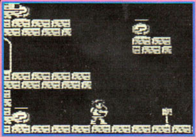
Although Bat Chambers seem like dangerous places to spend time, Pit can quickly build up his Hearts here. Each defeated Bat is worth five Hearts. You can enter each room only once during the game.



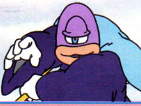
TREASURE ROOM



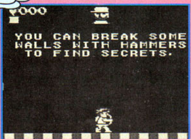
Each jar may contain treasure such as a Big Heart worth ten Heart Points, or a Hammer, or even a Credit Card. One jar contains the God of Poverty, and if you hit him, the remaining jars vanish. Each arrow shot costs you five Hearts.

WATER OF LIFE

Drink the Water of Life to replenish some of Pit's lost energy.



MESSAGES



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YOU CAN BREAK SOME
WALLS WITH HAMMERS
TO FIND SECRETS.

A mysterious but helpful man named Don appears in this and other rooms to give Pit advice. In this case, Don tells you that some walls can be broken with Hammers to reveal items or shortcuts. Also use Hammers on statues to find hidden items.

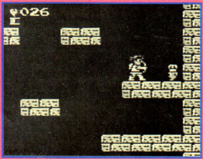
"I'm going all the way to the Sky Palace!"

STAGE 2

King Krabs and blocks of ice make the second stage a bit more difficult. Visit the Hot Spring to restore your energy before meeting the Reaper and his Reapettes who guard the Treasure Room.

WATER OF LIFE

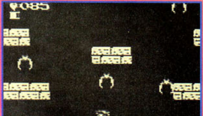
TREASURE ROOM



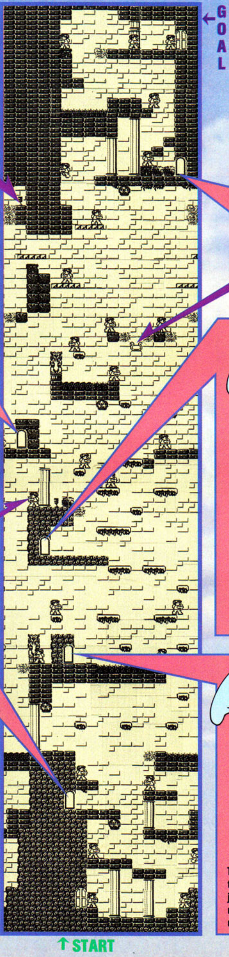
In addition to Hearts and Hammers, you can get special items such as Credit Cards and Barrels in Treasure Rooms. If you shoot all but one of the jars without finding the God of Poverty, go ahead and shoot the final jar for the special item.

WATER OF LIFE

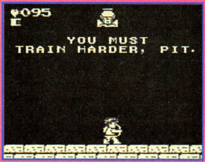
BAT CHAMBER



Look for a safe place from which to attack the Bats. Just to the right and below the lower left ledge is one such place. When you defeat the Bats whose flight patterns bring them in range, jump to the first ledge and finish off the rest.



CHAMBER OF ZEUS

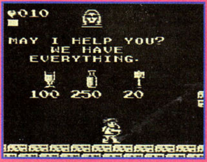

♥095

YOU MUST
TRAIN HARDER, PIT.

Zeus knows how well Pit's training is going and he will reward you with Strength Arrows if you have defeated enough enemies. Added strength means that Pit can defeat stronger enemies with fewer shots.

HARP

SHOP KEEPER

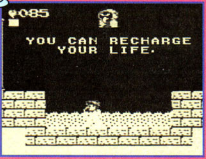

♥010

MAY I HELP YOU?
WE HAVE
EVERYTHING.

100 250 20

Glasses and bottles of Water of Life are expensive—100 and 250 Hearts respectively. It's much cheaper to buy several Hammers at 20 Hearts a piece and hit statues to get Water of Life. Later you can obtain a Barrel that holds eight bottles.

HOT SPRING

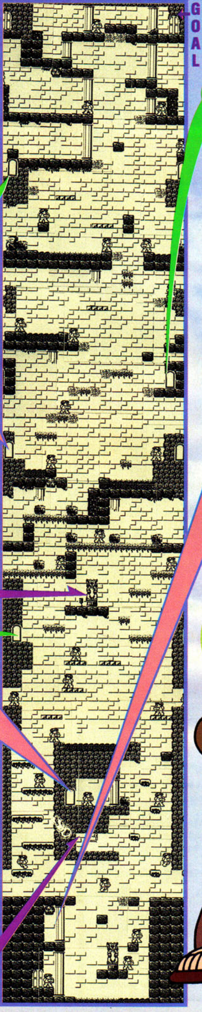

♥085

YOU CAN RECHARGE
YOUR LIFE.

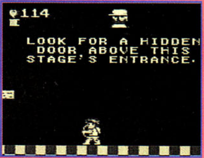
The Hot Spring is one of the most welcome sights in the game. Pit can recover all his lost energy by jumping into the pool. This room, like others, can be used only once each game. As a result, you should use it only when necessary.

STAGE 3

Look for rooms where Pit can gain strength like the secret Hot Spring and Training Room. The long jump beneath the Goal is hard because the ceiling is low. Get a running start, then just tap the A Button to clear the wide gap.


GOAL
TREASURE ROOM
CHAMBER OF ZEUS
WATER OF LIFE
SHOP KEEPER
HARP
START

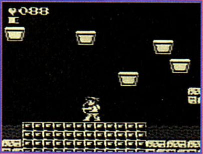
MESSAGE FROM DON



LOOK FOR A HIDDEN DOOR ABOVE THIS STAGE'S ENTRANCE.

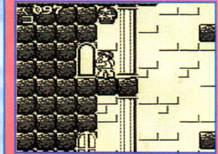
Don has a secret tip about the hidden Hot Spring above the entrance to Stage 3. Since there are many hidden things in the game, a supply of Hammers comes in handy for finding them. Use the Harps to get Hammers for free. Wait until foes are thick on the screen before taking the Harp.

TRAINING ROOM

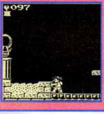


Earn a special weapon in Zeus's Training Room by shooting the blocks that tumble from the ceiling. Before entering, grab the Harp just below the entrance of the Training Room so the Grim Reaper turns into a Hammer.

HIDDEN HOT SPRING

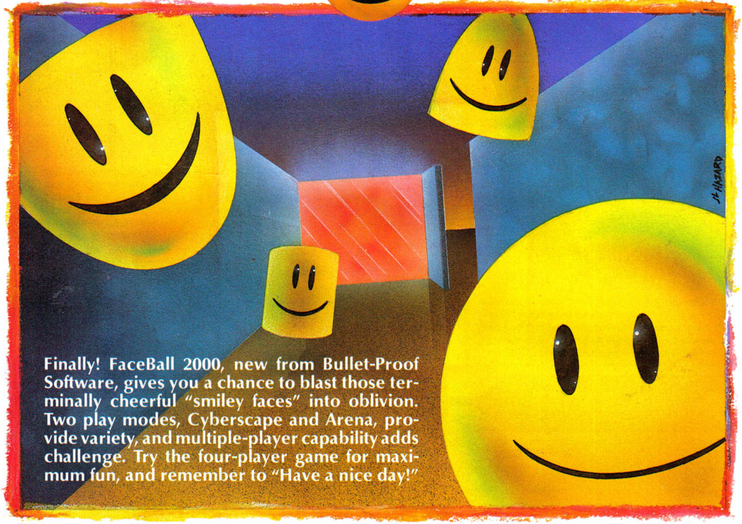


The wall above the entrance to this stage contains a hidden door that you can open using the Hammer. Inside, Totem Blocks fall from the ceiling, some of them shooting fire balls at Pit. Fire your arrows to destroy the lowest Totems, then jump to the Hot Spring. If you reach the Hot Spring, the Totems disappear and your energy will be recovered.



"Being a hero is tough and I have three more worlds to go."

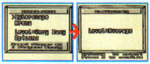
FACEBALL™ 2000



Finally! FaceBall 2000, new from Bullet-Proof Software, gives you a chance to blast those terminally cheerful "smiley faces" into oblivion. Two play modes, Cyberscape and Arena, provide variety, and multiple-player capability adds challenge. Try the four-player game for maximum fun, and remember to "Have a nice day!"

CYBERSCAPE

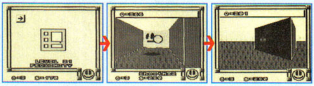
Don't take the wrong turn! Find your way to the flashing exit, and get ready for the more challenging mazes that lie ahead.



>Cyberscape
Arena
Level=Very Easy
Options

Level=Average

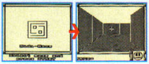
Choose the Cyberscape mode, then select a skill level. "Very Easy" is best for practicing.



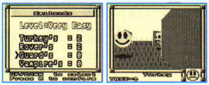
Cyberscape is loads of fun for single players, and with more than 70 levels, it promises hours and hours of entertainment. Wipe the smiles off enemy faces as you search for the flashing exit. Sensors will map your progress.

ARENA

More fun for multiple players, Arena mode pits you against your friends on a variety of playfields. Get them before they get you!



Choose from a variety of mazes. Small mazes make for super fast games–you can run but you can't hide!



Level=Very Easy
Turkey's = 2
Rover's = 2
>Guard's = 0
Vampire's = 0
UP/DOWN to select
Press A to confirm

Awesome Arena Action!

Four-player action is fast, furious fun. Be alert and eliminate the enemy as quickly as you can. When the competition is hot, you have to think fast and move even faster. Only one winner will be smiling at the game's end.

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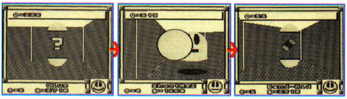
Cyberscape Escape

In Cyberscape, your mission is simple: Seek and destroy the Master Smiloid. At least it sounds simple. More than 70 mazes stand between you and the Master, making matters more complicated. Keep on smiling as you work your way towards the flashing exit.

Level 12

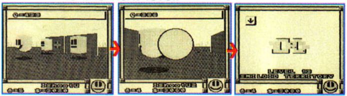
Early levels may seem easy, but things start to get hairy in Level 12. Be sure to check all of the Pods. You never know which ones contain valuable bits of information.



The ISHOOTU2 enemies will turn your smile upside down. Some of the Pods contain bandages that will heal your wounds.

Level 13

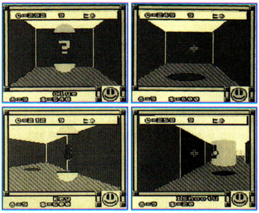
Level 13 is long and confusing. Check your sensor-drawn map often to keep your bearings, and always keep moving towards the flashing exit and the entrance to the next level.



Mass Smiloids mean mega-trouble and are enough to make anybody grouchy. They don't move very quickly, though, so you'll have a chance to rack up some serious points.

Level 14

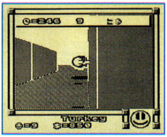
Check the Pods here for important information. It seems that you will have to find a special Key to open certain doors. Knock all you want to, they won't open without it.



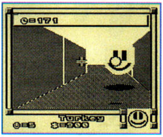
The Key is fairly easy to find at this stage of the game.

Level 15

Level 15 has some white walls that will disappear if you shoot them. Blast them away and look for the flashing exit.



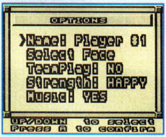
Use the wall as a barricade. When an enemy pursues you around the corner, stand back where you're safe and fire.



Never turn your back on an enemy! When you want to retreat, back out so you can face him all the way.

OPTIONS

You control the great game action and set some interesting options to boot.



OPTIONS
>Name: Player 01
Select Face
TeamPlay: NO
Strength: HAPPY
Music: YES
UP/DOWN to select
Press A to confirm

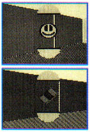
You make the call. Select "Options" on the Inter-Face screen, then take your pick.

It's very useful in a multi-player game, to change your name and appearance, because it helps you tell each other apart.

ITEMS & POWER-UPS

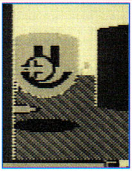
Keep your eyes open, Smiley. Cyberscape is intense! In addition to the exit in each level, you should be looking for helpful items that will make your journey easier.

ITEMS



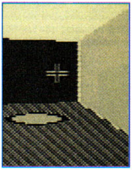
1-Ups are fun to find in any game, and there are plenty of them in Cyberscape. Be sure to search for bandages, too.

POWER-UPS



Power-Ups increase the strength of your armor. Usually, you can take only three hits. At maximum strength you can take up to 12.

DOORS

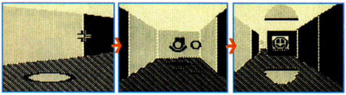


Some of the Doors are hidden, too. To find them, try to shoot or run through walls that don't look like Doors.

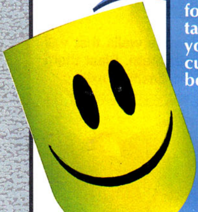
Cyberscape Continued

Level 20

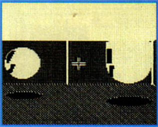
Some walls will open if you shoot them several times or push against them repeatedly. Be careful, though—there might be enemies on the other side, just waiting to attack.



Cruise cautiously through the long corridors in Level 20. Enemies are hiding almost everywhere! Be sure to snag the Power-Up just before you exit.

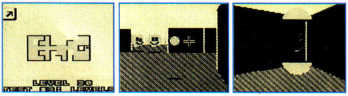


Dazzle those nasty Smiloids with your fancy footwork. Be a moving target, zig-zagging as you go to make it difficult for him to draw a bead on you.



Level 30

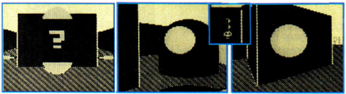
The mazes just keep getting bigger and bigger, so it's easier and easier to get lost. Press Select to check the map frequently, and try to keep a smile on your face.



Level 30 is swimming with Smiloids. If you try to rush too quickly through, you'll end up pouting. You won't be able to exit until you find the Black Key.

Level 50

If you've made it this far, you're obviously a maze maniac. Level 50 is huge, but you have plenty of time to explore it. Again, you'll need to find a Key in order to exit.



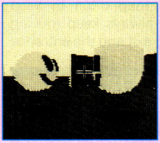
Watch out for traps in some areas. Steer clear of questionable passageways whenever possible. The Smiloids are becoming more sinister by the minute; some will take two or three hits before they'll give up their grins.

Different enemies you encounter have their own methods of attack. Remember the different appearances of the various clan members and study their movement patterns.

Winning Tips

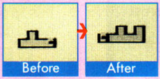
Plan your strategy to improve your chances. Try these slick moves on the sly smilers.

1. Don't turn your back on a Smiloid. Run backwards when you retreat.



2. Sneak a peek around corners to see who's there before you continue.

3. If you touch a Transport, check the map immediately to see where you are.

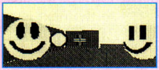


Before

After

4. Put on a happy face by sitting still for awhile. Your power will regenerate.

5. Inch to the left or right to avoid enemy fire.

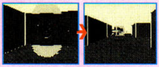


It's a matter of inches when the enemy fires!

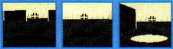
6. Learn to move and shoot at the same time.

7. Check the map frequently.

8. Look for secret Doors. They might hide a special "mini-adventure."



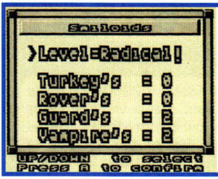
Three On The Floor



There are three different devices on the floors. Learn to use each of them well.

Awesome Arena!

If you aren't feeling particularly adventuresome, the Arena mode is the one for you. It's a great place to hone your marksmanship skills. Tag ten enemies to win.



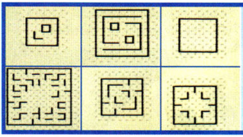
Smiloids

>Level=Radical!

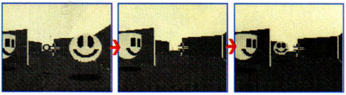
Turkey's = 0
Rover's = 0
Guard's = 2
Vampire's = 2

UP/DOWN to select
Press A to confirm

Select a different skill level or even create a new one of your own. You can play against any combination of Smiloids. Try pitting your skills against the most difficult crew you can create, and see how long you last!



Some of the maps are really wild. The bigger and more complex the maze, the more places there are to hide.

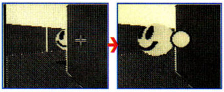


The strategies that work in the Cyberscape mode work well in Arena, too. Keep in mind, though, that Smiloids regenerate after you shoot them. If you hang around too long, they'll come back to haunt you.

Example 1

Midi-Maze

What are you smiling about? The hallways are long, and there are few hiding places.

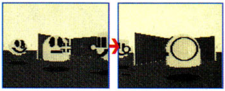


In the Midi-Maze, find a cozy corner and hang out there. Stand with your back to the wall as you wait for Smiloids.

Example 2

Feeding Time

You can run but you can't hide! There are no walls to use for cover, so fire like crazy.



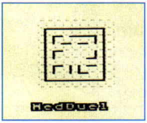
It's time for target practice, not fancy plots. Don't waste time planning strategies–just run and shoot.

Faceball 2000 is fun no matter how you play it, but for the ultimate gaming experience, there's nothing quite like an intense, four-player match-up! Try both of the multiple-player modes.

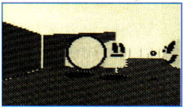
Example 1

Team Techniques

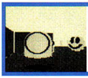
Cooperate with your friends and use teamwork to wipe out the computer-controlled Smiloid forces. Come up with a battle plan before you begin.



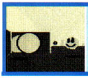
Study the map and plan your strategy as a team.



Make a Smiloid sandwich by trapping an enemy between two players! It's an effective and fun technique.



Smiloids can target only one player at a time.

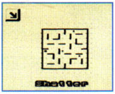


Whenever possible, sneak up on Smiloids from behind.

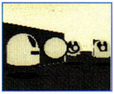
Example 2

Blast Your Buddies

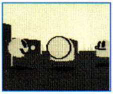
Challenge your friends instead of the computer for a completely different experience. You'll find that they are much less predictable than the computer!



You have to know your way around the maze. If you get cornered, you'll be a sitting duck.



Keep firing all of the time. You might just get lucky and connect with a stray shot.



You can also play two-on-two and one-on-three.

Face it! It's unique, it's wild, it's the most fun you've ever had in four-player mode. Try it! And be sure to Have a Nice Day.

FACE BALL 2000
HAVE A NICE DAY! CONTEST!

QUESTION:

What is the total number of enemies that you must defeat in Levels 1 and 2 of the Cyberscape mode?

Try FaceBall 2000—you'll like it! Test it at a video store or borrow it from a friend. It takes only five or ten minutes to finish Levels 1 and 2. Answer the contest question and win a foam rubber FaceBall! Once you try it, you'll be hooked.

EVERYONE CAN BE A WINNER!

HURRY! SEND YOUR ENTRY TO THE FOLLOWING ADDRESS:

NINTENDO POWER
FACEBALL 2000 CONTEST

P.O. BOX 97062
REDMOND, WA 98073-9762

OFFICIAL CONTEST RULES

Send your name and address with the answer to the contest question on a 3 x 5 card to the address provided above. Entries must be postmarked by March 1, 1992. Everyone who responds with the correct answer by the contest deadline will receive a foam FaceBall. Allow four to six weeks for delivery. The contest is not open to employees of Nintendo of America Inc., its affiliates or agencies, or to their immediate families. This contest is void where prohibited by law and is subject to all federal, state, and local laws and regulations. No purchase is required to enter.

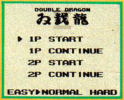
Enter Now! And Have A Nice Day!

DOUBLE DRAGON II™

The most famous street fighters around are back again in Game Boy's Double Dragon II from Acclaim. You could say that Billy and Jimmy Lee have led pretty rough lives. They've been through countless heroic adventures. Now, they've been framed and must clear their names.

Skill Level

There are three skill levels: EASY, NORM, and HARD. EASY is a practice game that will stop after the first city. NORM and HARD speak for themselves.



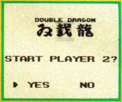
DOUBLE DRAGON

▶ 1P START
1P CONTINUE
2P START
2P CONTINUE

EASY▶NORMAL HARD

2-Player Martial Arts Action

Have you ever been playing a game that you're really into, then your friends come over and start bugging you because they want to play? The designers of Double Dragon II must have had this situation in mind. In the middle of a game you can press the Select Button, then hook up another Game Boy and continue the game as a 2-Player game!



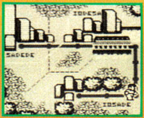
DOUBLE DRAGON

START PLAYER 2?

▶ YES NO

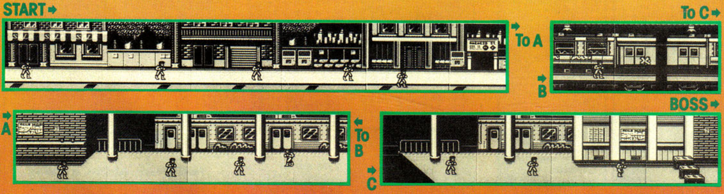
Tri-Cities

You'll be working your way through three different cities on your mission. A map appears between cities so you can plot your progress.



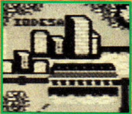
Iosade

Iosade is the first city on the map. The first enemies are fairly easy. Use this stage to sharpen your fighting skills. Look out for the guy with the boxing gloves.



Iodesa

Iodesa is a nice city. Or at least it used to be nice before all the people here tried to slam you into the sidewalk. Beware of the chain saw!



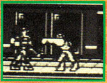
Just a little off the top please.

This is just too much trouble to handle.

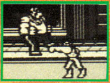
Fight like your life depends on it—because it does!

Sadede

Sadede has always been described as a mysterious city. Your enemies are not mysterious, however. You know exactly what their intentions are.



You don't even want to be here in the daytime.



He's so big that he should be easy to hit.

Second floor, thugs and knives.

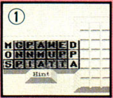
Word UP With WordHai

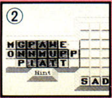
Puzzle games seem to be natural hits for Game Boy. WordHai from Meldac is no exception. There are two different types of puzzles in this Game Pak. One of them even has a great 2-Player simultaneous play option. Grab your thinking cap and get ready to spell.

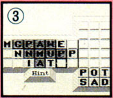
It's Two Word Games In One Cartridge!

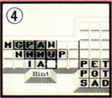
WordHai

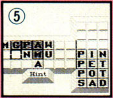
In the WordHai game, you must make three letter words using the letters on the ends of the rows. You'll need to use some serious strategy.

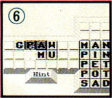
①

MGPAHED
ONNMUPP
SPIATTIA
Hint

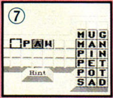
②

MGPAHE
ONNMUPP
PIATT
Hint
SAD

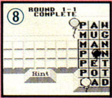
③

MGPAHE
NNMUPP
IAT
Hint
POT
SAD

④

MGPAH
NNMUP
IA
Hint
PET
POT
SAD

⑤

MGPAH
NMU
A
Hint
PIN
PET
POT
SAD

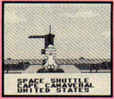
⑥

GPAH
MU
Hint
MAN
PIN
PET
POT
SAD

⑦

PAH
Hint
MUG
MAN
PIN
PET
POT
SAD

⑧

ROUND 1-1 COMPLETE
PAH
MUG
MAN
PIN
PET
POT
SAD
Hint

Round Complete

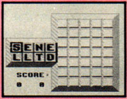
After every four levels you will see a nifty picture.


SPACE SHUTTLE
CAPE CANAVERAL
UNITED STATES

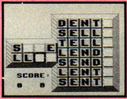
SPACE SHUTTLE
CAPE CANAVERAL
UNITED STATES

WordZap

It's a race to build as many words as you can. The words can be three to five letters long. All you need to do is build seven words before the computer does.

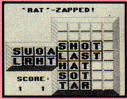

SENE
LLTD
SCORE:
0 0

Build words as fast as you can! Small words are the best.


DENT
SELL
TELL
LEND
SEND
LENT
SENT
S E
LL
SCORE:
0 0

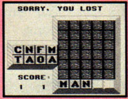
To win the round, make seven words before the computer does.

Don't Get Zapped

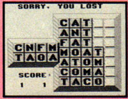

"RAT"-ZAPPED!
SUOA
LRHT
SHOT
LAST
HAT
SOT
TAR
SCORE:
1 1

If you and the computer use the same word, it gets zapped.

You Can't Win 'Em All


SORRY, YOU LOST
CNFM
TAOA
SCORE:
1 1
MAN

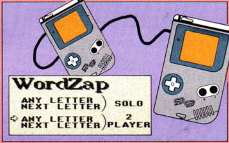
Sometimes the computer wins. But there's always the next round.


SORRY, YOU LOST
CAT
ANT
FAT
MOAT
ATOM
COMA
TACO
CNFM
TAOA
SCORE:
1 1

Press the A Button to see the computer's list of words.

2-Player Mode

Link two Game Boys together to play head-to-head WordZap. It's much more exciting to play against a human opponent.


WordZap
ANY LETTER
NEXT LETTER
SOLO
ANY LETTER
NEXT LETTER
2 PLAYER

HEY!

That's Not A Word! (or is it?)

Kith	Familiar friends, neighbors, or relatives.
Vita	A brief autobiographical sketch.
Adz	A cutting tool that has a curved blade set at right angles to the handle and is used in shaping wood.

Above are a few odd words that you may not know. In WordHai, it is very useful to expand your vocabulary so you can come up with more words. In fact, if you get stuck while you are playing, try making up words. You may be surprised at how many actually work!

Game Boy Classified

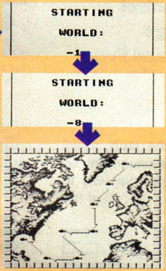
The Hunt For Red October

From Agent #435

Stage Select

As Captain Ramius, commander of the high tech Soviet submarine, Red October, you've taken it upon yourself to cross eight challenging stages of the Atlantic. You plan to defect, against the will of the Soviet Naval Fleet. Our agents have discovered that there is help in the form of a stage select code which will allow you to begin your adventure in any stage by entering a quick code. At the title screen press the B Button, the Select Button, Left and Right on the Control Pad, then Start. The message "Starting World: 1" will appear. Change the starting world number by pressing Left and Right on the Control Pad. Then, when you reach the desired stage, press Start Button to begin.

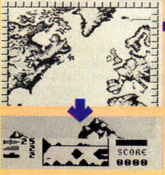
THE HUNT FOR RED OCTOBER TM
1 PLAYER
2 PLAYERS
PRESS START

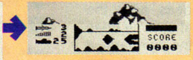

STARTING WORLD: -1-

STARTING WORLD: -8-

At the title screen, press B, Select, Left, Right and Start. Then press Left and Right to change the stage number and press Start again. You'll be able to begin your mission on any stage.

If you'd like to start at the beginning of the game with 25 Submarines in reserve, wait for the map to show, press and hold the A and B Buttons at the same time then press the Select Button and Up and Down on the Control Pad. Enter that same code, without pressing the Select Button, and you'll end up with 25 Missiles.





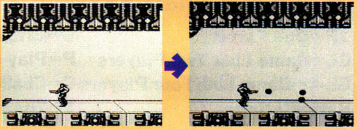
When the map shows up, press and hold A and B. Then either press Select, Up and Down or just press Up and Down and you'll begin with 25 Submarines or 25 Missiles.

Operation C

From Agent #909

Hidden Power-Up

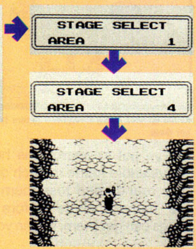
There's a hidden Power-Up in Area 5 of this alien blasting adventure that you'll find to be particularly useful since it's located in the section just before the first level leader. After you jump off the elevator, run to the right and pass the bubble-producing mechanisms. When the last of the machines is on the left edge of the screen, fire to the left and aim for the bubbles as they emerge. One of the bubbles will pop to reveal a scatter shot Power-Up. Collect it and keep fighting with this extra firepower.



Fire on the bubbles that emerge from this machine to earn a valuable scatter shot.

In case you missed it in an earlier issue of Nintendo Power, you should know that there is an area select code for Operation C which will allow you to begin in any of the first four areas. When the title screen appears, with the name of the game in full view, press the arrows on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A. Then press the Start Button and the words "STAGE SELECT AREA 1" will slide onto the bottom of the screen. Press Up and Down on the Control Pad to change the Area Number and press the Start Button to begin in the selected area.

OPERATION C
TM
TM AND © 1991 KONAMI
LICENSED BY NINTENDO
PUSH START KEY!


STAGE SELECT AREA 1

STAGE SELECT AREA 4

Wait for the complete title screen to appear. Then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start. Then press Up and Down to change the area number and press Start to begin in the selected area.

NOW PLAYING

Title	Company	Play Info	Power Meter G	P	C	T	Game Type
Atomic Punk	Hudson	GL	2.6	3.1	2.7	2.8	Futuristic Action
Battletoads	Tradewest	1P	3.9	3.8	3.8	4.1	Comic Action
Double Dragon II	Acclaim	GL	3.7	3.6	3.2	3.3	Street Fighting
Elevator Action	Taito	1P	2.7	2.8	2.5	2.8	Spy Action
Faceball 2000	BPS	GL-4	3.2	3.6	3.9	4.1	Futuristic Battle
Home Alone	THQ	1P	2.8	3.2	2.7	3.1	Comic Action
Kid Icarus	Nintendo	1P/ Batt	3.7	4.0	3.4	3.5	Mythical Adv.
WordHai	Meldac	GL	2.8	3.4	3.4	3.6	Word Puzzle

Game Boy Chart Key:

Power Meter Ratings range from 1 (poor) to 5 (excellent).

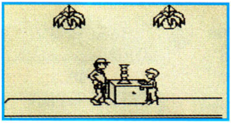
1P=One Player
GL=Game Link Two Players
GL-4=Game Link Four Players
Batt=Battery

G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

HOME ALONE

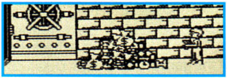
FROM THQ

Last year's most popular movie and this season's hottest home video is on its way to Game Boy! Home Alone from THQ loosely follows the plot of the movie which puts you in the shoes of the resourceful kid, Kevin McCallister, and gives you the challenge of saving your family's valuables from a group of burglars who are loose in the house.



Round up your family's valuables before burglars get them.

You've got to search the house for valuable items in each of the four rounds and toss them into the laundry chute before the thugs can get them. When you've collected all of the stuff, you'll earn the key to the basement, so that you can make your way to the cellar safe and lock all of the valuables away.



Once you've dropped everything down the laundry chute, you'll fight your way through the basement.

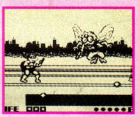
When a movie plot is adapted to a running and jumping game, the story is often presented in a very basic way without any of the movie's subtler ideas, as is the case here. While the game does pit you against the burglars, it doesn't include any of the movie's jokes and the inventions that Kevin creates to thwart the criminals.

GAME BOY TOP 10

1 Super Mario Land

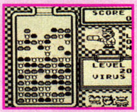
Mario's Game Boy four-stager continues its record-breaking reign at the top spot. Readers, pros and retailers all want their Mario!

2 TMNT: Fall of the Foot Clan



This first Turtles adventure is soon to make way for a sequel. You can learn more about TMNT: Back From The Sewers in this issue.

3 Dr. Mario



A dose of this exciting puzzler is the perfect treatment for those rainy day doldrums. It stays steady at number three.

4 **Final Fantasy Legend**
5 **F-1 Race**
6 **WWF Superstars**
7 **Castlevania: The Adventure**
8 **Batman**
9 **Alleyway**
10 **Baseball**

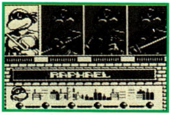
Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

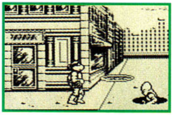
COMING SOON

TO A COMPACT VIDEO GAME SYSTEM NEAR YOU

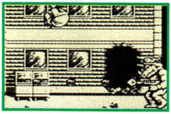
TEENAGE MUTANT NINJA TURTLES BACK FROM THE SEWERS

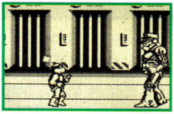
The Foot Clan has fallen but its evil leaders are still up to no good in the upcoming Game Boy sequel, Teenage Mutant Ninja Turtles: Back From The Sewers from Konami. This six-stage thriller with awesome graphics follows Raph, Don, Leo and Mike as they search for April in the sewers, streets and buildings of the big city.





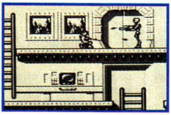
They fight, climb and skateboard through one treacherous trap after another. And, this time, if one of the Turtles are caught, you can fight to set him free!

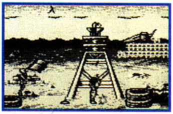




TERMINATOR 2

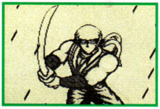
Terminator 2: Judgement Day is a six-stage thriller from LJN that follows the movie's story from its futuristic beginning to its present day race to save the world. In the first half, John Connor attempts to send a reprogrammed Terminator to the present. In the second half, the Terminator takes over to protect the young resistance leader and to have a final showdown with the amazing T-1000.

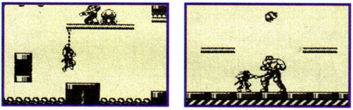




NINJA GAIDEN SHADOW

NES star Ryu Hayabusa soars onto the Game Boy screen with an all new adventure in Ninja Gaiden Shadow from Tecmo. He's got to fight through the creep-packed streets of the city and battle an evil force that has taken over a skyscraper. The game features great graphics, lots of cool ninja moves and the Ninja Gaiden trademark cinema scenes.

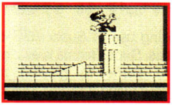


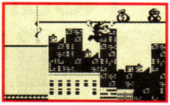


The ultimate video game ninja, Ryu Hayabusa, is on the trail of evil-doers in the big city.

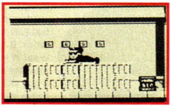
HUDSON HAWK

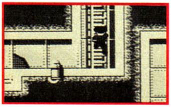
Sony Imagesoft's Hudson Hawk follows the reluctant burglar as he attempts to retrieve Leonardo da Vinci's treasures. The Hawk is drawn in a fashion that fits the fast and fun pace of the game. He ducks under surveillance system beams, climbs clotheslines and even bounces off awnings.





In addition to action, there's problem solving too. Before he carries out a heist, the Hawk has to figure out how he'll do it without getting caught. The game's due out next month.





SUPER NES SHOWCASE
THE NEXT GENERATION OF GAMING . . .

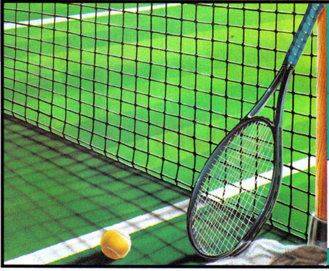
SUPER NINTENDO® ENTERTAINMENT SYSTEM

Sports fans, this month's Super NES previews are mostly for you. The Super NES brings new realism to the court in Super Tennis and takes the graphics in Baseball Simulator 1.000 way out of the ballpark. If aerial dogfighting action is your thing, U.N. Squadron features super graphics and control that will take you to the heights of shoot 'em up excitement.

THIS MONTH'S LINEUP:

SUPER TENNIS
U.N. SQUADRON
SUPER BASES LOADED

◆ ◆ ◆



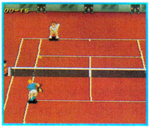
SUPER TENNIS™

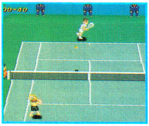
NINTENDO 4 MEGABITS SPORTS

Professional Tennis Comes Off The Court And Into Your Living Room With Super Tennis

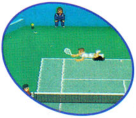
© 1991 Nintendo © 1991 Tokyo Shoseki

Real Tennis



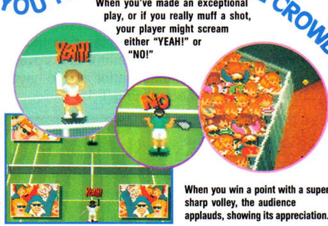


Making use of Super NES capabilities, Super Tennis is as close as you'll come to playing tennis without using a racket. The stereo sound and enhanced graphics make this game look and sound like real match play, but don't let them distract you from the game!



Diving for passing shots is an important part of any match. If the ball is out of your reach run towards it and hit the "B" button to dive.

YOU HAVE TO PLEASE THE CROWD!



When you've made an exceptional play, or if you really muff a shot, your player might scream either "YEAH!" or "NO!"

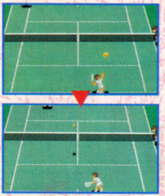
When you win a point with a super sharp volley, the audience applauds, showing its appreciation.

SHOT TECHNIQUE

Becoming a true tennis champion requires that you master various strokes and learn when to use them. The three general shots, serve, volley, and smash, are discussed below. As is true with real tennis, it will take many hours of practice to become a champ. But when you learn how to use each stroke to your advantage, it will be all "ad-ins" for you!

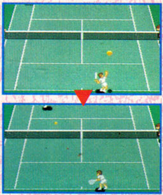
SERVE

Slow (A)



This is the best one to use if you faulted on your first serve. It is a softer serve and it's easier place the ball accurately in the service court.

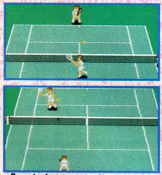
Fast (B)



With this super-fast, flat serve, you can catch your opponent sleeping on his feet. If you master its use, you can serve all aces to take the set.

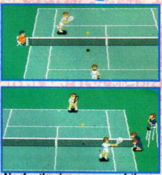
VOLLEY

Weak (A)



Smart players sometimes use a weaker drop shot to change the pace and draw their opponents closer to the net. It's a good strategy.

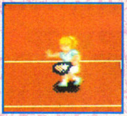
Strong (B)

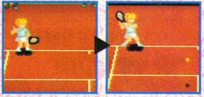


Aim for the deep corners of the court. Use the strong volley to alternate corners and keep your adversary running back and forth.

STROKE

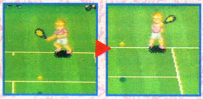
Slice (A)





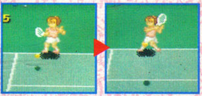
If your competitor closes in on the net and has you running back and forth, Slice the ball by pressing "A" to drive her deep.

Flat (B)



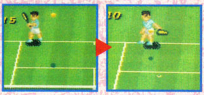
The Flat return is a stroke designed to outwit your opponent and keep him off balance. To use this shot hit your "B" Button.

Top Spin (X)



Throw a little twist into the game using the "X" Button to send your rival a Top Spin. That should keep her away from the net.

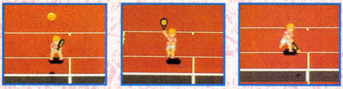
Lob (Y)



When your opponent approaches the net and has you running to keep up with him, press the "Y" Button to Lob deep to the baseline.

SMASH

The overhead Smash is everyone's favorite, but you must be skillful to keep it in the court. Stand below a lob, press the "B" Button, and aim for the open court.



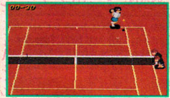
MODE SELECT

Super Tennis serves up one- or two-player fun in both singles and doubles modes. Then, if you think you're ready, you can challenge the computer's hot shot pros in the circuit mode. In any of the modes, you can select your player from the computer's list and determine who your opponents will be.

SINGLES

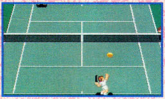
Singles play is for either one or two players, but it is always one-on-one. Play with a friend or against the computer. It's always a challenge.

1P vs COM



The computer players all are seasoned, talented professionals. You have to stay on your toes to stay in the match.

1P vs 2P

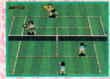


Who knows how competitive your opponent will be in this two-player mode. Stay alert! Your rival might be tough.

DOUBLES

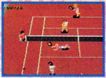
Doubles mode presents three more types of play, and each requires you to rely on your partner. Use teamwork and plan doubles strategies.

1P+2P VS COM+COM



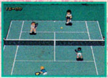
You both have to be on the ball to win this one.

1P+COM VS COM+COM



Choose a talented partner and he'll hold his own.

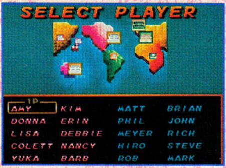
1P+COM VS 2P+COM



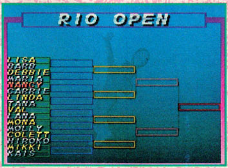
Player's skills really make a difference!

CIRCUIT

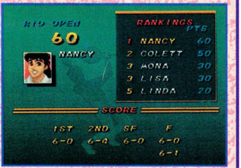
Once you feel confident, you might want to try the difficult circuit mode and travel around the world to pit yourself against the very best players in the game.


SELECT PLAYER
1P
AMY
KIM
MATT
BRIAN
DONNA
ERIN
PHIL
JOHN
LISA
DEBBIE
MEYER
RICH
COLETT
NANCY
HIRO
STEVE
YUKA
BARB
ROB
MARK

Are you up to a challenge? Choose your favorite player and take on the pros in the world circuit mode.


RIO OPEN
LISA
BARB
DEBBIE
MARIA
NANCY
CARRIE
LINDA
TANA
VAL
LANA
MONA
MOLLY
COLETT
HIROKO
MIKKI
KAIS

Pro tournaments are held in cities around the world. Now decide which tourney you'd like to enter first.



RIO OPEN
60
NANCY

RANKINGS

		PTS
1	NANCY	60
2	COLETT	50
3	MONA	30
3	LISA	30
5	LINDA	20

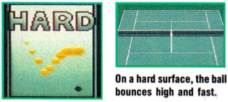
SCORE

1ST	2ND	SF	F
6-0	6-4	6-0	6-0 6-1

Just like it does in the real world of tennis, winning matches improves your position in the standings.

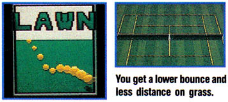
SURFACE

Hard Court



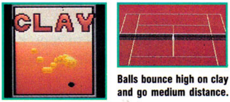
On a hard surface, the ball bounces high and fast.

Lawn Court



You get a lower bounce and less distance on grass.

Clay Court



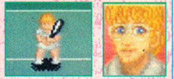
Balls bounce high on clay and go medium distance.

PLAYER SELECT

You can choose your player from this list of 20. The list is divided into two sections: women on the left and men on the right. These professional players are ranked according to their abilities. Individual strengths are listed below.

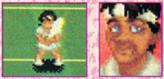
WOMEN

AMY



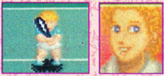
Amy serves well and has a good forehand. She moves well left to right.

KIM



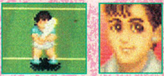
Kim is well-rounded. She serves up aces and volleys consistently.

DONNA



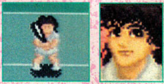
Donna's specialties are her lob, her volley, and her wicked backhand.

ERIN



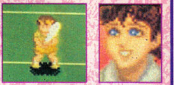
Erin serves well. She's also fast and has a high, accurate lob.

LISA



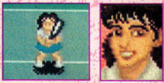
Lisa's forehand and backhand are strong. She moves well forward and back.

DEBBIE



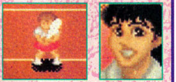
Debbie lobs high, runs fast and volleys consistently from the baseline.

COLETT



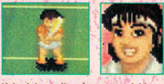
Colett has a mighty mean lob and she's quick covering the baseline.

NANCY



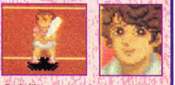
Nancy runs quickly forward to back and dives fearlessly for the ball.

YUKA



Yuka lobs well and moves quickly from right to left along the line.

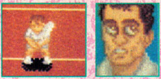
BARB



Barb likes to play deep and lob. She also covers the baseline well.

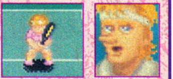
MEN

MATT



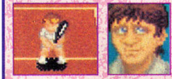
Matt has good ground strokes, and he's a very fast runner to boot.

BRIAN



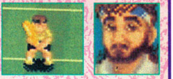
Brian has a great volley and good lob. He moves well forward and back.

PHIL



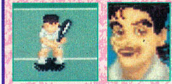
Phil likes to rush the net. He has a strong volley and a good lob.

JOHN



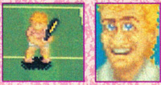
John's ground strokes are his biggest asset. Consistency is the key.

MEYER



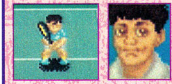
Meyer is fleet afoot and has quick lateral movement left to right.

RICH



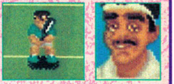
Rich runs up and back quickly. Watch out for his killer approach shot.

HIRO



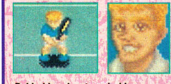
Hiro likes to play deep. He can also cover a lot of court quickly.

STEVE



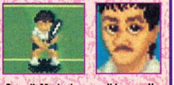
Steve has a cannonball serve that gives him a huge advantage.

ROB



Rob's big advantage is his powerhouse serve. It's fast and accurate.

MARK



Overall, Mark plays a solid game. He serves and volleys consistently.

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U.N. SQUADRON™

Heavy Artillery
Jet Fighting Action
Wicked Enemies

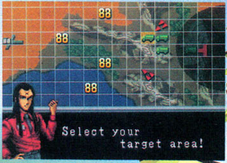
CAPCOM
8 MEGABIT
SHOOTING

STORY

Capcom's arcade action hit, Area 88, comes to the Super NES as U.N. Squadron. With enemy jets of the Project 4 Mercenaries, their ground forces and missiles all aimed at you, this game makes full use of the 128 Moving Objects that the Super NES can display at once. Choose your target, aircraft and weapons, then take off for action.

Ten Stages Swarming With Enemies Await You

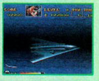
You must progress though ten stages to defeat Project 4. Along the way, you'll earn money to purchase more powerful planes and weapons. The stages can be flown in many different orders. You'll need to figure out what sequence works best for you.



Select your
target area!

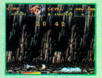
Check your progress on the war zone map.

MOVING STAGE

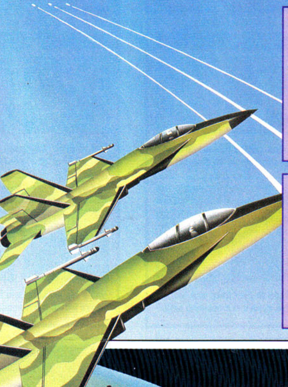


It is very important to clear the moving stages as quickly as possible. If you don't clear them fast, the enemies will get closer to your home base.

BONUS STAGE



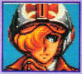
Select the green trucks on the map screen and you'll cruise into a bonus stage. When you clear a bonus stage, you get a hefty chunk of cash.

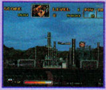


Choose From Three Different Pilots

There are three highly skilled pilots in your squadron. You can only choose one to fly this mission.

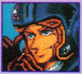
SHIN KAZAMA

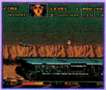




Shin is a good all around fighter. His power level increases the fastest.

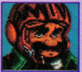
MICKEY SCYMON

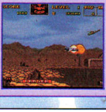




Mickey is a weapons expert. He is able to choose from the most Special Weapons.

GREG GATES





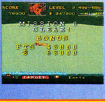
Greg is a skilled flyer. His ability to fly even the most damaged aircraft is a bonus.

How To Power-Up

Before each stage starts, you can buy equipment. Of course, before you go shopping, you're going to need some cash. Every enemy that you destroy adds money to your bank account.

This is just the beginning...

Shopping in the weapon shop.

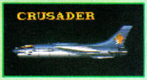

SCORE
LEVEL
MISSION
CLEAR!
BONUS
PTS
$
DANGER

If you clear a stage, you get bonus money.

Select Your Jet Fighter And Your Weapons

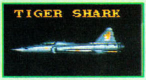
As you make more money, you can add more planes to your fleet. Each of these planes has advantages in certain situations. If you find that you just can't seem to do well in a particular stage, try a different plane or some different special weapons. Soon, you'll learn what combinations work best for you.

F8E Crusader



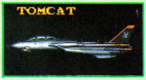
This is your first plane. It is a well balanced aircraft.

F20 Tiger Shark


TIGER SHARK

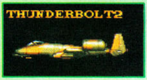
The F20 is an upgraded version of the F8E Crusader.

F14D Tomcat



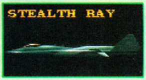
The F14D is very fast and is great for air-to-air combat.

A10A Thunderbolt


THUNDERBOLT2

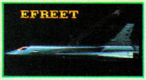
A slow plane, but with very powerful ground weapons.

YF23 Stealth Ray


STEALTH RAY

The YF23 can not be tracked by homing missiles.

F200 Efreet

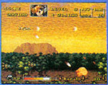


It's really expensive, but it can hold the most weapons.

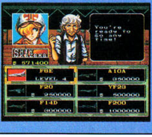
THE FIGHTERS

Each fighter has different abilities. Many stages are much easier if you have the correct fighter and weapons.

You automatically start with the F8E.



The A10 fires two ways at once.



You're ready to go any time!

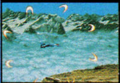
F8E LEVEL 4	A10A $ 350000
F20 $ 250000	YF23 $ 500000
F14D $ 800000	F200 $ 1000000

Six different fighters are available for purchase.

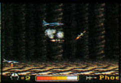
SPECIAL WEAPONS

Each fighter is able to equip certain weapons. Be careful that you don't spend your money carelessly on weapons that you're not going to use.

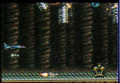
CLUSTER



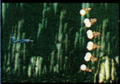
PHOENIX



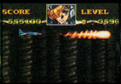
FALCON MISSILE



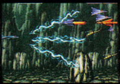
BULLPUP



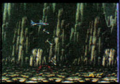
SUPER SHELL


SCORE
LEVEL

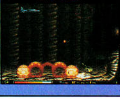
THUNDER LASER



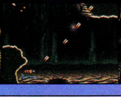
BOMB



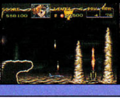
NAPALM



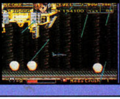
GUNPOD



SAILING MISSILE


SCORE
LEVEL

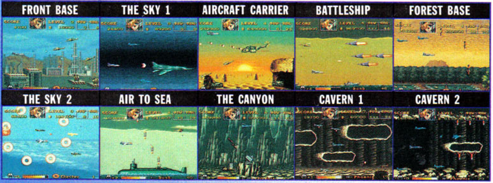
MEGA CRUSH


SCORE
LEVEL
Mega Crush

PREVIEW OF THE EARLY STAGES!

10 STAGES AWAIT YOU!

Your purpose is to defeat Project 4, the organization that has taken over your homeland. To do this, you must defeat 10 stages full of enemies. You can do these stages in any order you wish.


FRONT BASE
THE SKY 1
AIRCRAFT CARRIER
BATTLESHIP
FOREST BASE
THE SKY 2
AIR TO SEA
THE CANYON
CAVERN 1
CAVERN 2

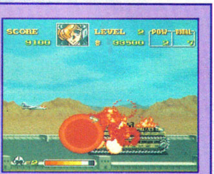
MISSION 1

FRONT BASE

Your mission always starts in this stage. Take your F8E Crusader and equip it with bombs for the most effective attack. A lot of Power-Ups are to be found here.

Defeat all the red enemies to receive a Power-Up.

Sometimes you find items hidden in the air. Try to shoot everywhere!


SCORE
9100
LEVEL 2
$ 33500
POW
DML

MISSION 2

THE SKY

Clear this stage quickly or the enemy units will move closer to your home base.

The enemies get faster.

The boss is strong. If you concentrate, you can defeat it easily.

MISSION 3

AIRCRAFT CARRIER

For some reason, Project 4 has put an aircraft carrier in the middle of the desert. Strange . . .

It can be difficult to see in the desert.

MISSION 4

BATTLESHIP

This ship has heavy armor. It takes a while to defeat it. The Phoenix Missiles are your best bet.

SCORE
119500
LEVEL 4
$ 331200
POW
DML
14
18
Bomb
45

MISSION 5

FOREST BASE

The A10A Thunderbolt is pretty good in this stage. Its air-to-ground firing capability is very nice to have here.

SCORE
207400
LEVEL 4
$ 601800
POW
DML
6
26

Hit this boss with all available firepower!

Dodge those missiles!

The planes keep appearing.

Yeah! Did you see that?!
I wiped 'em all out!!

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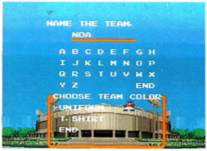
Super BASEBALL SIMULATOR 1.000
CULTURE BRAIN
4 MEGABITS
BATTERY BACKED
SPORTS

Culture Brain Pitches A New Curve To Baseball On The SNES

STEP INTO THE SHOES OF TEAM OWNER, MANAGER, AND PLAYER!

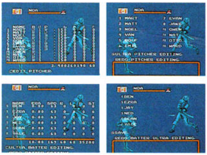
MAKE YOUR OWN TEAM

Select Edit mode and start off building your team by selecting a name and choosing your favorite uniform colors.


NAME THE TEAM
NOA
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z END
CHOOSE TEAM COLOR
UNIFORM
T. SHIRT
END

STATS & ABILITIES

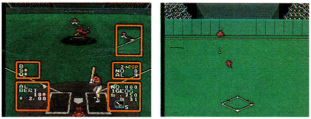
Max out your players and give them some Ultra Play abilities to start them off right in becoming a successful and winning ball club.


NOA
EDIT PITCHER
ULTRA PITCHER EDITING
REDO PITCHER EDITING
ULTRA BATTER EDITING
REDO BATTER ULTRA EDITING

ULTRA PLAYS: BASEBALL WITH A TWIST

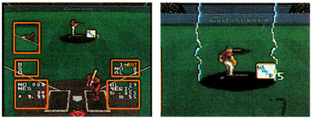
What really sets Baseball Simulator 1.000 apart from other baseball games is an array of super-play abilities called Ultra Plays, which are found only on Ultra Team players. Read on for a complete rundown on these extraordinary plays.

USE ULTRA BATTING FOR HOME RUNS



Make the best use of Ultra Batting to keep your opponents on their toes and get your batters on the bases. The Missile Hit is one of the best–a solid rip will drive the ball out to the far wall!

ULTRA PITCH STRIKE OUT

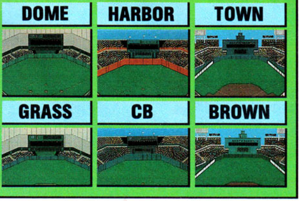


Ultra Pitchers bring some very interesting pitches to the mound, including some pitches you won't see anywhere else! A great pitch is the Warp Pitch which literally warps the ball past the plate!

STADIUM TOUR

PICK A STADIUM

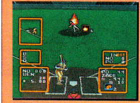
Field size differs between stadiums. Larger fields make it harder to drive balls over the fence!


DOME
HARBOR
TOWN
GRASS
CB
BROWN

ULTRA PITCHING

Ultra Pitches offer Ultra Pitchers a vast assortment of throws to choose from in their attempts to strike out the batters. However each Ultra Pitch costs a certain number of Ultra Points, and the team's reserve of these is limited! So pitch wisely, and only Ultra Pitch when you need the edge!

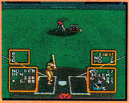
FIRE BALL



Ultra Points: 6

The ball leaves a fiery wake as it rockets past the plate.

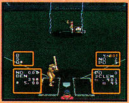
STOPPER BALL



Ultra Points: 9

Stops the flying ball in midair to baffle the batter.

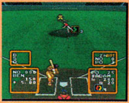
PHANTOM BALL



Ultra Points: 3

The ball disappears halfway to the plate.

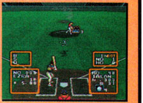
SNAKE BALL



Ultra Points: 3

The ball whips back and forth as it sails towards the plate.

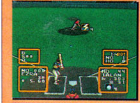
NINJA BALL



Ultra Points: 3

Creates a cloud of illusionary baseballs around the real one.

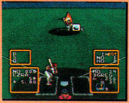
SPARK BALL



Ultra Points: 4

Changes the ball into a cluster of flying blue sparks.

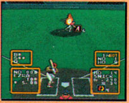
IRON BALL



Ultra Points: 5

Makes the ball very heavy and difficult to hit properly.

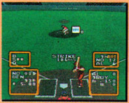
SPEEDER BALL



Ultra Points: 6

Allows the pitcher to change the speed of the ball midflight.

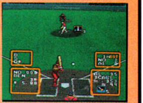
PHOTON BALL



Ultra Points: 8

Shoots a bullet that screams past the plate.

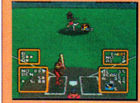
ZIGZAG BALL



Ultra Points: 3

Use this Ultra Play for some incredible curve balls!

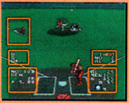
SPIRAL BALL



Ultra Points: 2

Throws the ball into a spiral to circle past the plate.

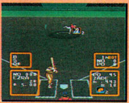
JUMPER BALL



Ultra Points: 5

Makes the ball leap sideways with each press of the A Button.

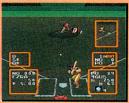
TREMOR BALL



Ultra Points: 2

An earth-shaking pitch. Literally!

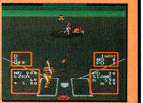
CHANGE-UP



Ultra Points: 7

The speed of the ball changes erratically.

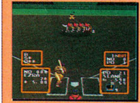
FLOATER BALL



Ultra Points: 4

The ball floats back and forth as it crosses the plate.

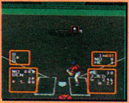
MULTI-BALL



Ultra Points: 3

Three illusionary balls parallel the real ball to the plate.

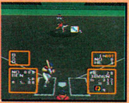
FADE-OUT



Ultra Points: 4

Makes the pitcher invisible until he throws the ball!

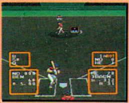
WARP BALL



Ultra Points: 5

Pressing the A Button makes the ball warp across a short gap.

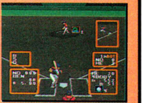
LOTTA BALL



Ultra Points: 3

Puts a mirage ball in front of and behind the real ball.

? BALL



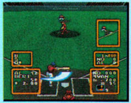
Ultra Points: 1

Mystery Pitch–who knows?

ULTRA BATTING

Ultra Batting techniques help to balance out the batting and fielding for the Ultra Batters as they stand up to hit against those nasty Ultra Pitches. As with the Ultra Pitches, each Ultra Batting Play costs valuable Ultra Points, so don't whiff when Ultra Batting! Save these Ultra Batting techniques for your strongest batters to bring in more runs.

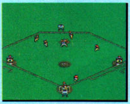
HYPER HIT



Ultra Points: 9

Doubles the strength of your swing. Ideal for clean up batters.

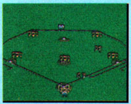
MISSILE HIT



Ultra Points: 5

This high-powered Ultra Play can carry fielders out to the fence.

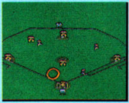
TREMOR HIT



Ultra Points: 4

Causes a minor earthquake, making it difficult to catch the ball.

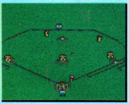
BOMB HIT



Ultra Points: 4

The ball lands with an explosion, stunning any nearby fielders.

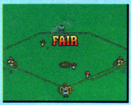
SHADOW LESS



Ultra Points: 5

This ball is tough for fielders to follow, as it casts no shadow!

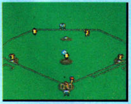
INVISI-BALL



Ultra Points: 3

The ball vanishes once hit, making it hard to keep an eye on.

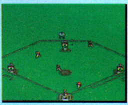
METEOR HIT



Ultra Points: 2

Turns the ball into a comet that knocks down anything.

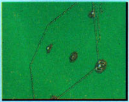
SQUIRREL HIT



Ultra Points: 2

Sends the ball zigzagging slowly through the air.

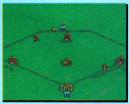
SPINNER HIT



Ultra Points: 4

Spins the screen around until the ball lands.

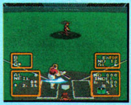
LEAF HIT



Ultra Points: 2

Following a solid hit, the ball will float slowly back down.

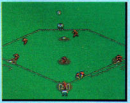
SHADOW HIT



Ultra Points: 5

The ball's shadow moves erratically, masking its flight path.

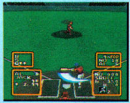
HYPER-RUN



Ultra Points: 3

This batter gains extra running speed after he hits the ball.

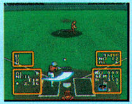
FREAK HIT



Ultra Points: 2

Makes the ball bounce around as it lands.

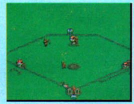
DIZZY BALL



Ultra Points: 3

Reverses controller directions during the play.

ORBIT HIT



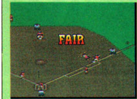
Ultra Points: 3

This ball stops and circles around. It's tough to catch.

ULTRA FIELDING

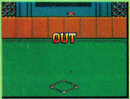
Ultra Fielding plays don't cost anything, so use them as much as you want to help field all those tough Ultra hits!

HYPER THROW



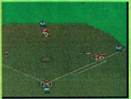
Speeds up a throw from the field, which is helpful in breaking ties!

ROCKET JUMP



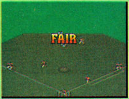
Allows a fielder to leap high in the air after a soaring pop fly.

SUPER SLIDE



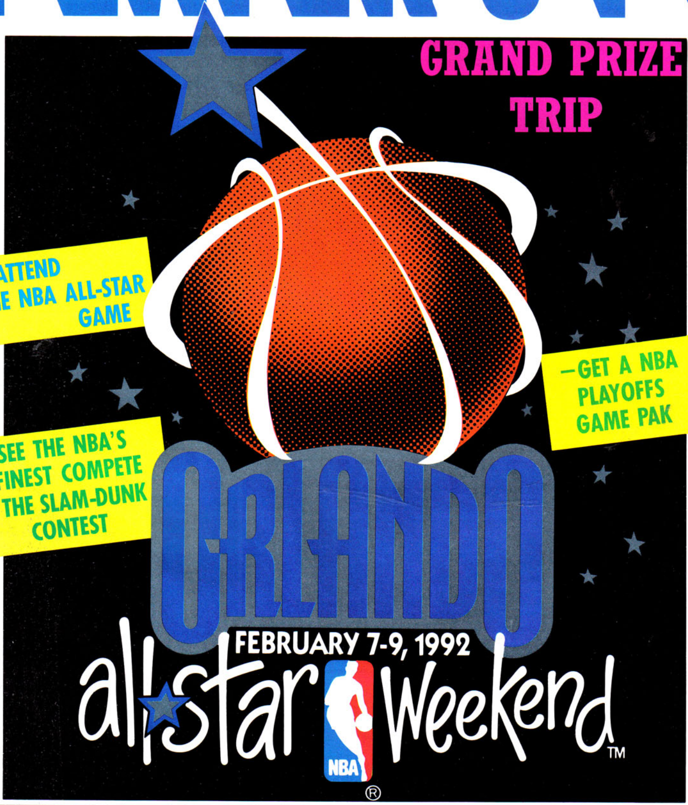
Throw yourself down on the ground for those just out of reach balls.

SUPER CATCH



Choose this for a more stylish and spectacular catch.

PLAYER'S PO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all star weekend
NBA

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- —GET A NBA PLAYOFFS GAME PAK

ENTER NOW TO WIN THIS SLAM-DUNK, IN-YOUR-FACE, ONCE-IN-A-LIFETIME WEEKEND!

Player's Poll

Please answer the following questions on the postcard below, then enter our Player's Poll Contest by sending it in!

A. Have you actually had a chance to see or play a game on the Super NES?

1. I've seen it displayed but I haven't played.
2. Yes, I've played games on it.
3. No, I haven't seen it yet.

B. If you have seen or played the Super NES, what did you think of it?

1. It's much better than the NES. It blew me away!
2. It was better than the NES, but the improvement was small.
3. I was disappointed by what I saw.

C. Does the contest prize influence your decision to send in the Player's Poll card?

1. Yes 2. No

D. How often do you complete and send in your Player's Poll Card?

1. Every month
2. Most of the time
3. Once in a while
4. Hardly ever

E. How old are you? (Please circle your age group)

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex

1. Male 2. Female

Please use the game titles on the back of this card to answer the following questions.

G. What three NES games do you plan to purchase next?

H. Please indicate, in order of preference, your five favorite NES games.

I. Please indicate, in order of preference, your five favorite Game Boy games.

J. Please indicate, in order of preference, your five favorite Super NES games.

Volume 30

Answers to the Player's Poll

Name ______________________ Tel. ______________________

Address ____

City ______________ State ______________ Zip ______________

Membership No. ______________________ Age ______________

Please answer by circling the numbers that correspond to the survey questions above.

A.	B.	C.	D.	E.	F.
1 2 3	1 2 3	1 2	1 2 3 4	1 2 3 4 5 6	1 2

G. Indicate Numbers 1-100 (from list on back of card) 1. ________ 2. ________ 3. ________

H. Indicate Numbers 1-100 (from list on back of card) 1. ________ 2. ________ 3. ________
4. ________ 5. ________

I. Indicate Numbers 101-150 (from list on back of card) 1. ________ 2. ________ 3. ________
4. ________ 5. ________

J. Indicate Numbers 151-169 (from list on back of card) 1. ________ 2. ________ 3. ________
4. ________ 5. ________

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Did you know you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! And the way to do it is on the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032,
Redmond, WA 98073-9732.

NOVEMBER ISSUE GAME LIST

NES GAMES

1. Adventures of Lolo II
2. American Gladiators
3. Barbie
4. Baseball Stars
5. Bases Loaded II
6. Batman
7. Battletoads
8. Bill Elliott's NASCAR Challenge
9. Bill & Ted's Excellent Video Game Adventure
10. Bio Force Ape
11. A Boy and His Blob
12. Bucky O'Hare
13. Castlevania II--Simon's Quest
14. Castlevania III--Dracula's Curse
15. Contra Force
16. Crystalis
17. Darkman
18. Day Dreamin' Davey
19. Defenders of Dynatron City
20. Déjà Vu
21. Destiny of an Emperor
22. Dick Tracy
23. Die Hard
24. Disney's Duck Tales
25. Disney's Rescue Rangers
26. Double Dragon
27. Double Dragon II
28. Double Dragon III
29. Dragon Warrior
30. Dragon Warrior II
31. Dragon Warrior III
32. Dr. Mario
33. The Empire Strikes Back
34. F-15 Strike Eagle
35. Final Fantasy
36. G.I. Joe
37. Gremlins 2
38. Hammerin' Harry
39. Hillsfar
40. The Immortal
41. Kick Master
42. King's Quest V
43. Kung Fu II
44. The Legend of Zelda
45. The Little Mermaid
46. Little Nemo the Dream Master
47. Maniac Mansion
48. Mega Man
49. Mega Man II
50. Mega Man III
51. MetalStorm
52. Metroid
53. Monopoly
54. Monster in my Pocket
55. NES Open Tournament Golf
56. NES Play Action Football
57. Nightshade
58. Ninja Gaiden 2
59. Ninja Gaiden 3
60. Nobunaga's Ambition
61. Nobunaga's Ambition II
62. Overlord
63. Pirates!
64. Power Blade
65. Princess Tomato in the Salad Kingdom
66. Robin Hood
67. The Rocketeer
68. Rockin' Kats
69. Roger Clemens MVP Baseball
70. Romance of the Three Kingdoms II
71. S.C.A.T.
72. Shatterhand
73. The Simpsons: Bart vs. the Space Mutants
74. Smash T.V.
75. Snow Bros.
76. Star Trek
77. StarTropics
78. Star Wars
79. Super Off Road
80. Super Mario Bros.
81. Super Mario Bros. 2
82. Super Mario Bros. 3
83. Sword Master
84. Teenage Mutant Ninja Turtles
85. Tetris
86. Terminator 2: Judgment Day
87. TMNT II: The Arcade Game
88. TMNT III
89. Tom & Jerry
90. Treasure Master
91. Trog
92. Ultima: Quest of the Avatar
93. Ultima: Warriors of Destiny
94. Uncharted Waters
95. VICE: Project Doom
96. Where in Time is Carmen SanDiego?
97. Wizards & Warriors III: Kuros' Visions of Power
98. Wizardry
99. WURM
100. Zelda II--The Adventure of Link

GAME BOY GAMES

101. Altered Space
102. Bases Loaded
103. Batman
104. Brain Bender
105. Bubble Ghost
106. Castlevania: The Adventure
107. Castlevania II: Belmont's Revenge
108. Chessmaster
109. Choplifter II
110. Cosmo Tank
111. Daedalian Opus
112. Days of Thunder
113. Dick Tracy
114. Double Dragon II
115. Dr. Mario
116. Faceball 2000
117. Final Fantasy Adventure
118. Final Fantasy Legend
119. Final Fantasy Legend 2
120. F-1 Race
121. Flying Dragon
122. Gauntlet II
123. The Hunt for Red October
124. InfoGenius Language Translator
125. InfoGenius Personal Organizer
126. InfoGenius Spell Checker and Calculator
127. InfoGenius Travel Guide
128. Kingdom Crusade
129. Mega Man in Dr. Wily's Revenge
130. Metroid II: The Return of Samus
131. Monopoly
132. Mysterium
133. Navy Seals
134. Ninja Gaiden Shadow
135. Operation C
136. Prince of Persia
137. The Punisher
138. The Rescue of Princess Blobette
139. RoboCop
140. Sneaky Snakes
141. Spider-Man
142. Super Mario Land
143. Super RC Pro-Am
144. Sword of Hope
145. Tecmo Bowl
146. TMNT: Fall of the Foot Clan
147. Track Meet
148. Turrican
149. Ultima: The Runes of Virtue
150. WordHai

SUPER NES GAMES

151. Actraiser
152. Bill Laimbeer's Combat Basketball
153. The Chessmaster
154. Darius Twin
155. Drakkhen
156. Final Fight
157. F - Zerc
158. Gradius III
159. Hal's Hole-In-One Golf
160. Hyperzone
161. Nolan Ryan's Baseball
162. Pilotwings
163. Populous
164. SimCity
165. Super Bases Loaded
166. Super Mario World
167. Super R-Type
168. Ultraman
169. U.N. Squadron

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If you missed these classic Nintendo Power issues, don't miss out now! Your price as a subscriber is just $3.50 plus $1.00 postage and handling. Tip Books are just $4.95 each. Strategy Guides are $3.50 plus $1.00 postage and handling. (For Canadian residents back issues and Strategy Guides are $4.50 each plus $1.50 for postage and handling. Tip books are $6.50.) See page 98 for more details.

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LL CONTEST

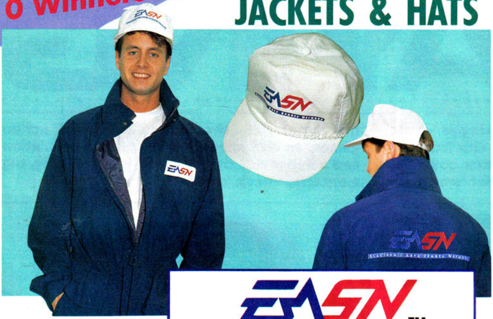
SECOND PRIZE: 10 Winners!

OFFICIAL SPORTSCASTERS' JACKETS & HATS

THIRD PRIZE: 50 Winners!

NINTENDO POWER JERSEYS

It's the coolest T to be sporting this season!



NINTENDO POWER

from the **EASN™ ELECTRONIC ARTS SPORTS NETWORK**

BULLS VS. LAKERS

And NBA PLAYOFFS GAME PAKS

Official Contest News

(No Purchase Necessary)

To enter, either fill out the Player's Poll response card or printyour name, address and telephone number on a plain 3" x 5" pieceof paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
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One entry per person. Entries must be postmarked by December 1, 1991. We are not responsible for lost, stolen or misdirected mail. On or about December 15, 1991, winners will be randomly drawn from among all eligible entries and notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,350,000. Prizes are limited to one per household. Winners may not elect to substitute prizes. All prizes will be awarded. To receive a list of winners, which will be available after December 30, 1991, send your request to the address provided above. GRAND PRIZE TRIP: Nintendo will arrange travel and accommodations for the Grand Prize winner and one parent or guardian to Orlando, FL, for All-Star Weekend, tentatively scheduled for Feb. 7-9,1992. Admission to the NBA All-Star game and the Stay-In-School Jamboree will be provided. Estimated value of the trip is $3000. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must provide written release to Nintendo of America Inc. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families and is subject to all federal, state, and local laws and regulations. Void in Canada and elsewhere where prohibited by law.

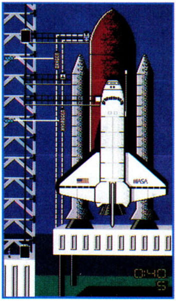
NOW PLAYING

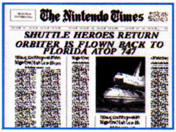
NOV.1991

The number of new releases is growing as we are moving into the gift giving season. Our focus on games which didn't quite rate feature coverage this issue includes a spaceship shoot 'em up for the Super NES, two light-hearted NES action games, an NES space shuttle mission simulation and a Super NES one-on-one battle with big, big monsters. Check 'em out!

SPACE SHUTTLE PROJECT

Space shuttle astronauts have to master a lot of activities in order to carry out their missions. Such is the case in Space Shuttle Project from Absolute. In this simulation of six space shuttle missions, you do everything from preparing the shuttle for take-off to making sure that your cargo reaches a safe orbit. You'll do this by carrying out several specific tasks that follow a set script.

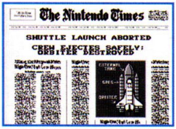




The Nintendo Times

SHUTTLE HEROES RETURN

ORBITER IS FLOWN BACK TO FLORIDA ATOP 747



The Nintendo Times

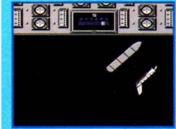
SHUTTLE LAUNCH ABORTED

CREW EJECTS SAFELY; ORBITER DESTROYED

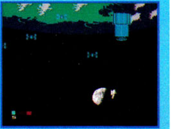
The headlines indicate a successful space shuttle mission or a failed attempt.

Small Tasks Make The Mission

Your first task as Shuttle Commander will be to enter a four digit code and the name of the space shuttle as they are given to you. You'll then have to switch on the fuel tanks and board the crew with the clock ticking down. After take-off, you'll carry out most of the other tasks of the mission by pressing a specific button when a marker reaches a shaded area on a bar or by moving an arrow to match the movements of a computer-controlled arrow. While success in these tasks sometimes results in brilliant shuttle graphics and realistic sound effects, the actual execution of the tasks doesn't seem to give a real sense of controlling a shuttle mission.



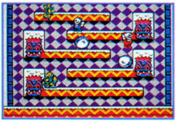
Most of the tasks of flying the shuttle are taken care of stopping a moving line in a shaded area.

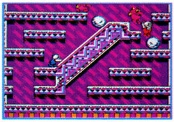


In the first mission, you're in charge of making sure a satellite reaches a safe Earth orbit.

SNOW BROS.

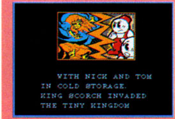
Two-player simultaneous action and fun characters are the focus in Snow Bros. from Capcom. This arcade game translation pits two princes-turned-snowmen against a host of enemies in the dozens of enclosed rooms of Snowland. You'll clear each room by hitting the enemies with a cold blast, turning them into snowballs and pushing them off the screen. Creatures that are flattened by snowballs will turn into point-producing items and helpful potions.


Turn enemies into snowballs and push them off the edge.

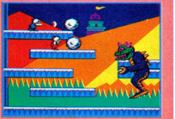

Snow bowl over creatures to gain items and potions.

Battle The King's Henchmen

The evil King Scorch has turned Princes Tom and Nick of Snowland into snowmen and has kidnapped the princesses, Teri and Tina. As you fight through Snowland, you'll take on one of Scorch's henchmen in every tenth room. Turn the weapons of these huge creatures into snowballs and toss them back to give them a taste of their own medicine. You should go far with teamwork.

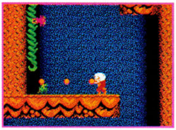

WITH NICK AND TOM
IN COLD STORAGE.
KING SCORCH INVADED
THE TINY KINGDOM

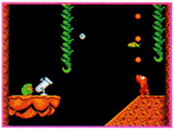
Princes Tom and Nick have been transformed into snowmen by King Scorch.


Freeze the shots of this creature and send them back with teamwork.

TOKI

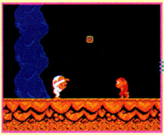
While Snow Bros. follows a pair of princes that have been turned into snowmen, Toki from Taito deals with a hero that has been transformed into a monkey. As Toki, it's up to you to fight through the six stages of a mysterious land, take on the villainous Bashtar and find a way to restore yourself to human form. There's also a kidnapped damsel but, that's old news. As you're making your way through the land you'll be able to fight off the many enemies by spitting a powerful blast in eight different directions and by collecting Power-Ups that protect you from harm. This arcade game adaptation follows the story of its predecessor step by step.

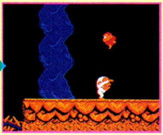

Search for protecting Power-Ups like the super strong helmet.

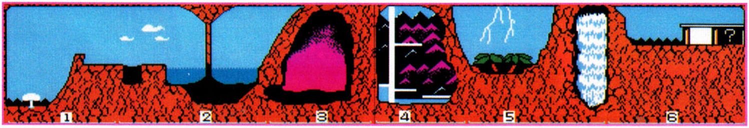

Knock out your enemies with a blast in eight directions.

Stomp For A Boost

There are several different Power-Up items which will help you in your battle to beat Bashtar. Some allow you to spit fire, while others give you much needed protection. Many Power-Ups are just out of reach. The only way that you'll be able to collect them is by getting a boost from the enemies on the ground. As soon as an enemy crawls into position under a lofty Power-Up, stomp it and you'll bounce into the air. Grab the Power-Up and continue your fight through the land.

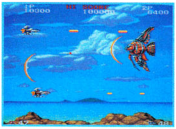

The three-shot Power-Up in this area is too high to reach by jumping.

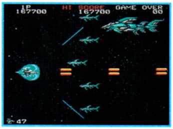

Stomp the creature that pops out of the ground and bounce.



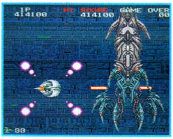
DARIUS TWIN

Darius Twin from Taito is the first Super NES shoot 'em up space adventure which allows for two-player simultaneous action. You and a friend can battle side by side through a seven round mission in a faraway galaxy. The evil Belser, leader of the planet Darius, is launching an attack on the neighboring system including your home planet, Orga. It's up to you to clear a path to Darius and put an end to Belser's insidious plans.



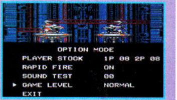


While there's nothing new or unique in the storyline of this arcade-hit-to-Super-NES translation, the enemy battleships do have a style that is all their own. Even though they come from a distant series of planets and they soar through space, these huge fighting machines resemble giant creatures of the deep. Blast through the hordes of smaller ships, Power-Up your Silver Hawk fighter and take on the mysterious ships that threaten your planet.



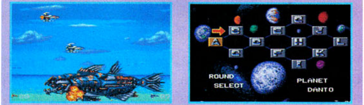
Know Your Options

Before you begin your mission, you can enter the Option Mode and adjust several key aspects of game play. The Player Stock option allows you to begin with as many as eight Silver Hawk fighters. By activating the Rapid Fire option, you can set off multiple shots by pressing and the Y Button. The Sound Test allows you to listen to the game's sound effects and the Game Level option lets you switch from Normal to Easy play.



```
OPTION MODE
PLAYER STOCK     1P 08 2P 08
RAPID FIRE       ON
SOUND TEST       00
▸ GAME LEVEL     NORMAL
EXIT
```

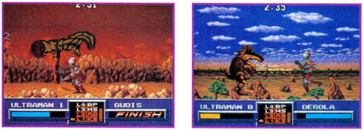
While there are a total of 12 planets in the system, you need only fight through seven of them in order to make your way to Darius. After you successfully complete most rounds, you'll have the option to blast off into one of two different directions and continue your mission to eliminate the evil forces.



Battle the creatures at the end of each round, then plan your route to Darius.

ULTRAMAN: TOWARDS THE FUTURE

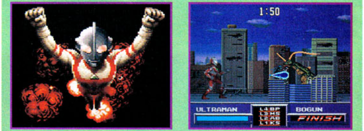
He's been a star of Japanese movies for many years and now the ultimate warrior, Ultraman, is blasting onto the Super NES in Ultraman: Towards the Future from Bandai. You are the hero of futuristic Earth as you take on your most feared enemies in nine one-on-one battles. The detailed graphics and realistic sound effects are top notch. Since there are only nine battles though, the game is lacking in depth. As you fight to victory you'll earn one of three different endings, depending on the difficulty level you choose.



Battle the mighty foes of Ultraman with Ultra Punches and Ultra Kicks.

Blast Off For Battle

You'll knock power out of your opponents by kicking and punching them and tossing them over your shoulder. The only way to finish them off though, is by using your most powerful Special Weapon; Burning Plasma. The Special Weapon Meter builds as you battle. When it hits Level Four, you'll be able to fire off Burning Plasma. Weaken your opponent until the "Finish" message appears, then let him have it. He'll disintegrate!



Pummel your opponent with Ultra Kicks and Ultra Punches, then fire Burning Plasma when the "Finish" message appears and blast him for good.

Super NES titles are really beginning to take off. In addition to the games that are mentioned elsewhere in this issue, recent releases include Drakkhen from Kemco/Seika, The Chessmaster from Mindscape and Hyperzone from Hal. Drakkhen is a role-playing game with a first-person perspective. During battle scenes, your party members come into view and fight, while you control one of them. The Chessmaster is a translation of the Chess game which has appeared on the NES and Game Boy. Hyperzone is a futuristic racing battle with dazzling graphics. You pilot a flying vehicle through a series of enemy-packed tracks.

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
The Bard's Tale	FCI	1P/Batt	2.8	2.7	3.1	3.1	Role-Playing
Die Hard	Activision	1P	2.9	3.0	3.1	3.4	Crime-Fighting Action
The Flintstones	Taito	1P	3.7	3.2	3.4	3.7	Comic Adventure
Gun Nac	Nexoft	1P	3.1	4.2	2.9	2.7	Space Action
Sesame Street Countdown	Hi Tech	1P	3.8	3.4	3.1	3.6	Education
Snow Bros.	Capcom	2P-S	3.2	3.6	2.9	3.1	Comic Action
Space Shuttle Project	Absolute	1P/Pass	3.2	2.7	3.0	3.5	Shuttle Mission Simulation
Toki	Taito	2P-A	2.8	3.8	3.0	3.4	Comic Action
Tom & Jerry	Hi Tech	1P	3.7	3.0	3.0	3.4	Comic Action
Trog	Acclaim	2P-S	3.1	3.4	2.6	2.8	Comic Action
Ultimate Air Combat	Activision	1P	3.4	3.6	3.6	3.9	Combat Action
Where In Time Is Carmen San Diego?	Konami	1P	2.9	2.7	3.3	3.6	Education

AND SUPER NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
The Chessmaster	Mindscape	2P-S	2.8	3.7	3.4	3.3	Chess
Darius Twin	Taito	2P-S	3.6	4.0	3.4	3.3	Space Action
Drakkhen	Kemco/Seika	1P/Batt	3.4	2.5	3.0	3.4	Role Playing
Final Fantasy II	Square	1P/Batt	4.6	3.8	4.2	4.5	Role Playing
Hal's Hole In One Golf	Hal	2P-A/Batt	3.8	3.7	3.9	3.8	Golf
Hyperzone	Hal	1P	3.6	3.6	3.3	3.0	Futuristic Action
Super Baseball Simulator 1.000	Culture Brain	2P-S/Batt	2.9	2.9	3.3	3.5	Baseball
Super Ghouls 'N Ghosts	Capcom	1P	4.8	3.7	3.9	4.1	Ghost Fighting Action
Super Tennis	Nintendo	2P-S/Pass	4.1	4.1	4.0	3.9	Tennis
U.N. Squadron	Capcom	1P	3.7	4.0	4.0	3.7	Military Action
Ultraman	Bandai	1P	3.7	2.9	3.0	2.9	Monster Battle

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
2P-A = TWO PLAYER ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four areas.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NES ACHIEVERS

Attention game wizards! When you work a little bit of magic and rack up some astounding scores, send them in. Amaze your friends by having your name listed with the other video game magicians who make the NES Achievers column!

■ BATTLETOADS (NES)

Gary Batman	Copperas Cove, TX	Finished
T.J. Allen	Perryville, MO	Finished
Mike Canaroz	New Orleans, LA	Finished

■ DÉJÀ VU

B.J. Fick	Indianapolis, IN	Finished
Lucas Bergman	Quincy, IL	Finished
Melissa Zander	Seattle, WA	Finished
Phuong Vo	Forest Park, GA	Finished
Eric Heaton	Saint Elizabeth, NJ	Finished
Marty Bullock	Destin, FL	Finished
Bob Foreaker	Philadelphia, PA	Finished
Bryan Thompson	Tchula, MS	Finished
Travis Wakefield	Swanzey, NH	Finished

■ DR. MARIO (NES)

Lauri Sanderlin	Harlingen, TX	652,500
Patricia Robeski	Phillipsburg, NJ	533,200
Donna Jones	Tustin, CA	520,400
Harlan Woodring	McLouth, KS	509,400
Crystal Riede	Gautier, MS	504,300
Patricia Kenawell	Tyrone, PA	429,900
Brenda McCall	Rotan, TX	398,900
Patrick Boedeker	San Antonio, TX	369,000
Pauline Neville	Tulsa, OK	336,800
Jason Swindells	Kelowna, BC	334,500
Steven Ezell	Del Mar, CA	327,000

■ DISNEY'S DUCK TALES (NES)

Luis Vazquez	Miami, FL	28,134,000
Trevor Bazil	Rigby, ID	11,965,000
Beth Denson	Richardson, TX	11,436,000

■ FARIA

John Adams	Kingswood, TX	Finished
Joshua Rossman	Charlemont, MA	Finished

■ G.I. JOE

Josh Kohn	Eau Claire, WI	Finished
Matt Kramer	Grand Forks, ND	Finished

■ HUDSON'S ADVENTURE ISLAND II

Devon Schad	Boulder, CO	Finished

■ THE HUNT FOR RED OCTOBER

Reid Worth	Austin, TX	Finished

■ THE IMMORTAL

Travis Barlow	Zachary, LA	Finished

■ LOW G-MAN

Paul Lucero	North Glenn, CO	100,000

■ MAGICIAN

Tony Pointes & Jon Logan	Hayward, CA	Finished

■ MONOPOLY (NES)

Jay Sullivan	Springfield, VA	24,395
Adam Schmidt	Tonawanda, NY	21,235
Sandy Taylor	Arnaudville, LA	14,080

■ NARC

Dan Gordon	Nazareth, PA	2,203,500
Jonathan Sun	Worcester, MA	1,505,100
Colin & Neil McFarlane	Calgary, AB	1,200,050

■ PINBALL

Frank Villecco	Ogdensburg, NJ	523,610

PINBALL QUEST

Jerry McDowell	Eddyville, IA	9,999,990
David Halpern	Whitehall, PA	9,999,990
Patrick McGowan	Toms River, NJ	9,299,670
Andy Rodriguez	Greenfield, WI	8,259,580

PINBOT

Patricia Penhollow	Madison, OH	99,999,999
Jim Host	Shelbyville, MI	99,595,870
Martin Wisneski	Topeka, KS	49,079,610
Jan Reich	Pfafftown, NC	25,810,150

PIPE DREAM

David Diskin	Canyon Crest, CA	2,353,150
Larry Sefton	Bartlett, TN	1,501,300

POWERBLADE

Matt Martinosky	Waverly, NE	Finished
John Millard	Galena, KS	Finished
Jason Noack	Batavia, IL	Finished
Casey Rogers & Tony Chapman	Irving, TX	Finished
Michael Bolon & Yves Petcho	Thornhill, ON	Finished
Adam Budesheim	Riverdale, NJ	Finished
Adam Peters	Kailua, HI	Finished
James Stanberg	Fort Dodge, IA	Finished
Tim Slininger & Jason Graening	Barnesville, MN	Finished
Sabrina Goopaster & Zach Briuson	Muncie, IN	Finished
Brock Otten	Oakville, ON	Finished
Mike Kenig	Westmont, IL	Finished
Jason Clark	Smyrna, DE	Finished
Perry Painosek	Schulenburg, TX	Finished
Jason Payne	Miami, FL	Finished

PUNISHER

James Love	Anchorage, AK	Finished
David Thornton	Houston, TX	Finished

THE ROCKETEER

Thomas Carmichael	Clinton, LA	Finished
Brett Kempf	East Stroudsburg, PA	Finished

SHADOW OF THE NINJA

Michael Prowatzke	Wood Lake, MN	Finished
Jason Charette	Dearborn, MI	Finished

SILVER SURFER

Sam Schaperow	Waterford, CT	9,999,600

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Shaun Mackell	Gray, ME	Finished
Mike Bunton	Casper, WY	Finished
Craig Rawson	Pleasanton, CA	Finished
Evan & Marc Buther	South Salem, NY	Finished
Nick A. Lugo	Brooklyn, NY	Finished
Derek O'Riorden	Stow, MA	Finished
Joseph Morris	Ebensburg, PA	Finished
Joe Vallee	Woodbury, NJ	Finished
Branden Brown	Scenery Hill, PA	Finished
Mike Rector	Crystal River, FL	Finished
Adam Vig	Aneta, ND	Finished

SNAKE RATTLE 'N ROLL

Chris Cobb	Dedham, MA	465,050
Erin Kraft	Lusby, MO	202,400

STARTROPICS

Richard Jew	Fremont, CA	Finished
Jennifer Cannon	Sioux City, IA	Finished
Eric Wallace	Jacksonville, FL	Finished
Jason Temple	Amherstburg, ON	Finished
Erik Mandt	Vancouver, WA	Finished
Jason Weaver	Ann Arbor, MI	Finished
Adam Handley	Richland, WA	Finished

TETRIS

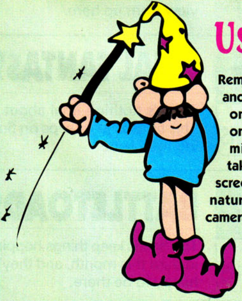
Mark Fitzpatrick	Wappingers Falls, NY	329,440
Pat Campisano	Cincinnati, OH	326,788
Michael Harhay	Linwood, NJ	320,000

TETRIS (GAME BOY)

Michael Schulte	Fremont, CA	743,641

THE UNINVITED

Justin Elder	Evansville, IN	Finished
Palph Hurst	Auburn, CA	Finished
April Manzer	Omaha, NE	Finished
Damon Broussard	Crowley, LA	Finished



Use Your Magic Touch

Remember to record your best efforts on film and send them to NES Achievers. If yours is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. Send your scores and photos to NES Achievers.

NINTENDO POWER
NES Achievers
P.O. Box 97033
Redmond, Wa
98073-9733

NINTENDO POWER

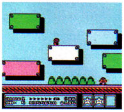
Volume 30 November 1991

TOP·30

A long-time favorite, The Legend of Zelda, returns to the top ten this month. Link's first adventure has its loyal followers. Wait until they see the third installment in the series!

Use this color-coded key to check on your favorite games.

🟪	Newcomers appearing for the first time this month.
🟩	Games that have appeared between two and nine times.
🟦	Titles that have made the Top 30 ten times or more.
MONTHS	Number of months the games have rated in the Top 30.

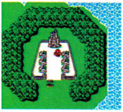


1 7,939 POINTS

25 MONTHS

SUPER MARIO BROS. 3

Will their reign ever end? They hope it doesn't—they like the view from up here.



2 6,447 POINTS

15 MONTHS

FINAL FANTASY

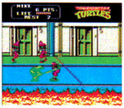
There's nothing final about it! This fantasy just keeps on finding followers.

3 6,397 POINTS

3 MONTHS

BATTLETOADS

The 'toads keep things hopping in third this month, and they're happy to be there.



4
5,763 POINTS
10 MONTHS

TMNT II: THE ARCADE GAME

Heads up, sewer slime, the totally tubular turtles are cleaning house again.

5
4,883 POINTS
7 MONTHS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Hey, man, Bart's on a mission against mutants. Have skateboard, will travel.

6
4,802 POINTS
11 MONTHS

CRYSTALIS

Time travelers keep Crystalis ranking among the best. It's a major RPG hit.

7
4,749 POINTS
11 MONTHS

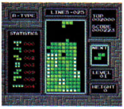
DRAGON WARRIOR II

Erdrick's mythical domain, Alefgard, mystifies explorers for yet another month.

8
4,669 POINTS
10 MONTHS

MEGA MAN III

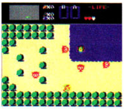
Watch out Wily! Mega Man has it out for you and your wicked experiments.



9
3,444 POINTS
21 MONTHS

TETRIS

This shapes up as another great month for one of the best puzzlers ever.



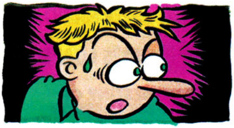
10
3,421 POINTS
38 MONTHS

THE LEGEND OF ZELDA

Link's first adventure returns to the top ten and rates for its 38th time!

11	2,621 POINTS	**STARTROPICS**
12	2,477 POINTS	**SUPER MARIO BROS. 2**
13	2,303 POINTS	**BASES LOADED II**
14	2,298 POINTS	**DESTINY OF AN EMPEROR**
15	2,292 POINTS	**DR. MARIO**
16	2,009 POINTS	**DRAGON WARRIOR**
17	1,841 POINTS	**MEGA MAN II**
18	1,653 POINTS	**WIZARDRY**
19	1,568 POINTS	**DOUBLE DRAGON III**
20	1,542 POINTS	**LITTLE NEMO THE DREAM MASTER**
21	1,469 POINTS	**ZELDA II THE ADVENTURE OF LINK**
22	1,411 POINTS	**CASTLEVANIA III—DRACULA'S CURSE**
23	1,328 POINTS	**THE LITTLE MERMAID**
24	1,327 POINTS	**DOUBLE DRAGON II**
25	1,266 POINTS	**ULTIMA: QUEST OF THE AVATAR**
26	1,261 POINTS	**MONOPOLY**
27	1,195 POINTS	**BATMAN**
28	1,163 POINTS	**MANIAC MANSION**
29	1,160 POINTS	**SOLSTICE**
30	1,112 POINTS	**BILL & TED'S EXCELLENT VIDEO GAME ADVENTURE**

Players' Picks

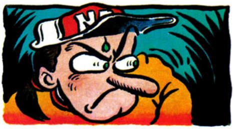


GAME	PTS.
1. Super Mario Bros. 3	4,563
2. TMNT II: The Arcade Game	3,098
3. Mega Man III	2,803
4. Battletoads	2,168
5. Dragon Warrior	2,009
6. Final Fantasy	1,851
7. The Simpsons: Bart vs. the Space Mutants	1,502
8. The Legend of Zelda	1,451
9. Dragon Warrior II	1,401
10. Mega Man II	1,189
11. Bill & Ted's Excellent Video Game Adventure	1,112
12. Zelda II—The Adventure of Link	1,094
13. Castlevania III—Dracula's Curse	1,001
14. Tetris	896
15. Dragon Warrior III	873
16. Super Mario Bros. 2	812
17. Dr. Mario	798
18. Double Dragon III	778
19. StarTropics	734
20. Double Dragon II	616
21. Mega Man	582
22. Ninja Gaiden II	565
23. Disney's Duck Tales	549
24. Super Mario Bros.	528
25. Batman	514
26. Robin Hood: Prince of Thieves	509
27. Monopoly	505
28. Little Nemo the Dream Master	501
29. Crystalis	499
30. Maniac Mansion	483

WHOA, DUDES! IT'S BILL & TED!

Bill & Ted must be time traveling. They've come from nowhere to rate in the Players' Top 30.

Pros' Picks



GAME	PTS.
1. Final Fantasy	4,596
2. Crystalis	4,303
3. Dragon Warrior II	2,614
4. Battletoads	2,321
5. Destiny of an Emperor	2,298
6. The Legend of Zelda	1,970
7. StarTropics	1,887
8. Wizardry	1,653
9. Ultima: Quest of the Avatar	1,266
10. Solstice	1,160
11. Mega Man III	996
12. The Uninvited	938
13. The Immortal	773
14. The Simpsons: Bart vs. the Space Mutants	738
15. Faria	727
16. Battle of Olympus	703
17. Maniac Mansion	680
18. Metroid	656
19. Bandit Kings of Ancient China	633
20. Shadowgate	609
21. Nobunaga's Ambition II	574
22. Super Mario Bros. 3	515
23. Adventures of Lolo II	492
24. Dungeon Magic	457
25. Mega Man	445
26. Nobunaga's Ambition	433
27. Castlevania III—Dracula's Curse	410
28. NES Play Action Football	398
29. Zelda II—The Adventure of Link	375
30. Tetris	363

PROS SETTLE IN FOR SOME SERIOUS PLAY

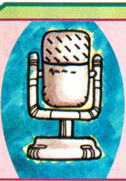
The pros like challenge, and they find it in complex, time-consuming RPGs.

Dealers' Picks

GAME	PTS.
1. Super Mario Bros. 3	2,861
2. TMNT II: The Arcade Game	2,665
3. The Simpsons: Bart vs. the Space Mutants	2,643
4. Bases Loaded II	2,303
5. Tetris	2,185
6. Battletoads	1,908
7. Super Mario Bros. 2	1,665
8. Dr. Mario	1,494
9. The Little Mermaid	1,328
10. Little Nemo the Dream Master	1,041
11. The Rocketeer	1,037
12. Top Gun II	1,004
13. Super C	990
14. Base Wars	913
15. Tecmo Bowl	898
16. Mega Man III	870
17. NES Open Tournament Golf	807
18. WWF Wrestlemania Challenge	795
19. Double Dragon III	790
20. Teenage Mutant Ninja Turtles	758
21. Monopoly	756
22. Dragon Warrior II	734
23. Baseball Simulator 1.000	714
24. Rad Racer II	713
25. Double Dragon II	711
26. The Bugs Bunny Birthday Blowout	703
27. Paper Boy	690
28. Batman	681
29. Disney's Rescue Rangers	677
30. Mega Man II	652

DEALERS GO FOR THE BIG NAMES

Looking for sure bets, dealers look for games with well known stars, like Mario, Bart, and the turtles.



CELEBRITY PROFILE

ROBERT ENGLUND

Freddy's Dead: The Final Nightmare is currently ripping up movie screens nationwide. We tracked down the film's star, Robert Englund (a.k.a. "Freddy Krueger"), an avid Nintendo game fan, to talk to him about the film and the last movie appearance of his dreamstalking character. "While I've enjoyed developing Freddy's character to icon status," says Robert, "I think it's time for me to move on. I am extremely pleased that so much effort has gone into the 'Final Nightmare'.

While Robert has enjoyed portraying Freddy in all six Nightmare films and is happy about the character's popularity, he's quick to point out that Freddy Krueger shouldn't be considered a role model. "I don't see Freddy as a hero to anyone and I don't think anybody wants to grow up to be that ugly evil ol' cus."

Yet, Robert still claims to play Nintendo games with the ferocity of the famous fiend who stalks the teenagers of Springwood in their dreams. "I'm really proud of the new retractable blades I've designed on my Power Glove," he says with a Freddy-like sneer. "Now, I'm more agile when I play." If Robert (as Freddy) were to design a game he says that it would feature "Freddy Krueger destroying Jason Vorhees [of Friday the 13th fame] and that wimp Michael Myers [from the Halloween series]. I'd call it 'Nightmare on Friday the 13th, Halloween Night'." Robert goes on to say, with full Freddy flair, that his favorite games are "the ones where Fred Krueger decapitates the Mario Bros." There are, of course, no such games in existence but he can dream can't he?

Robert Englund brings Freddy Krueger back to the big screen for one more round.

Now that Robert has bid goodbye to Freddy Krueger, he'll be appearing in a television pilot called Nightmare Cafe, which is being co-produced by Nightmare creator Wes Craven. He has also spent some time on the other side of the lens, directing his first feature film, 976-EVIL.

Even with busy filming schedules, Robert still plans to make time for surfing, traveling, reading and playing video games. His advice for game playing fans of Freddy is "always wear a Power Glove."

Freddy's Favorite Horror Films

1. The Innocents
2. Sisters
3. Rosemary‘s Baby
4. White of the Eye
5. The Hitcher

PAK WATCH

NINTENDO POWER

A LOOK INTO THE FUTURE OF NES AND SUPER NES GAME PAKS!!

It looks like the new year is going to offer a lot of excitement for NES and Super NES players. Programmers are borrowing the best themes from the movies, PCs and just about everywhere else . . . and the preliminary results are looking awesome.

Just Around The Corner

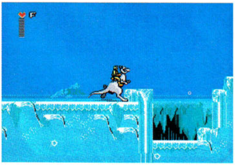
THE EMPIRE STRIKES BACK

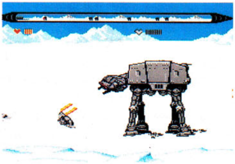
JVC and Lucas have teamed up again with the latest Star Wars game—The Empire Strikes Back—the result is outstanding as always. It sure doesn't hurt Lucasarts having one of the hottest licenses of all time, and the programmers packed the Pak with tons of story and characters from the second Star Wars film.

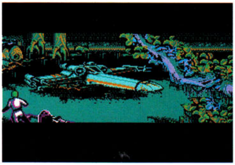
STAR
THE
EMPIRE
STRIKES BACK
WARS

The game takes Luke from the ice planet Hoth to the green, swampy world of Degobah and, we are told, on to Bespin, the Cloud City. Our two-thirds completed version only got us as far as a meeting with Yoda. Still, it was enough to get us excited. One of the most radical features is the use of transport. You can ride a snow beast or fly circles around an Imperial Walker in a Rebel Scout ship. If your mount or ship is blasted, Luke will have to hoof it through the rest of the stage or until he finds a new ride. Another notable feature is the voice reproduction. When Darth Vader speaks, we could swear we were hearing the real guy.

Basically, The Empire Strikes Back is an action game. Han Solo, Princess Leia and other characters give information from pop up screens but don't join the team as they did in Star Wars. The controls take a little getting used to, especially when you're making tricky jumps, but this Pak Watcher got caught up in the action and is waiting for more.



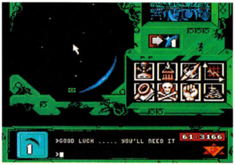


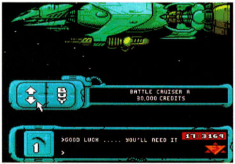


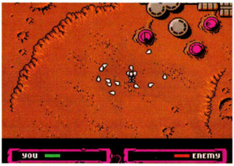
OVERLORD

Hot News

Overlord from Virgin Games is an adaption of a PC strategy game that combines terraforming and colonizing planets with alien battles. The idea is that you are at one end of the universe while an evil counterpart is at the other. The two of you are expanding your empires and eventually will meet. In order to be ready for that mother of all space battles you'll have to develop your planets by providing food and minerals and keeping tax rates low. As your population expands, recruit soldiers to protect your worlds and to act as a strike force. You can purchase all sorts of space ships, equip soldiers with weapons, carry colonists from one planet to another and receive messages from the enemy. This is one complex game, but for strategy fans it looks like a winner. One bit of advice—don't lose the manual!


>GOOD LUCK ..... YOU'LL NEED IT

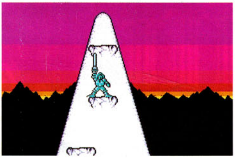

BATTLE CRUISER A
30,000 CREDITS
>GOOD LUCK ..... YOU'LL NEED IT

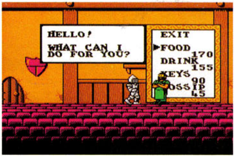


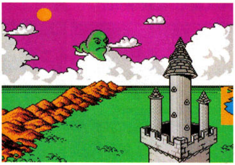
WIZARDS & WARRIORS III

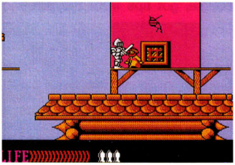
Just Around The Corner

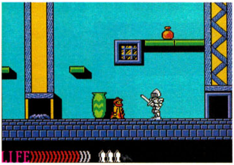
Acclaim Entertainment and RARE Ltd. have combined their resources to bring back Kuros the sword-wielding hero in Wizards & Warriors III: Kuros . . . Visions of Power. For starters, we thought the subtitle was particularly powerful. The graphics were also eye-grabbers. Rare has a knack for bold, colorful graphics. The story of this third Kuros adventure has our hero exploring three worlds—the City, the UnderWorld, and the Palace—preparing to meet the evil Malkil who has overthrown the King. Armor and swordplay won't be enough as Kuros must learn to fight magic with magic. There's lots of jumping and stabbing action, plus many items to find or purchase at the Inn. We found the most challenging aspect of the game was that you must return several times to the different worlds, where you find new treasures and learn new skills, such as how to be a thief. The result is that the game gets bigger and better the longer you play.




HELLO!
WHAT CAN I DO FOR YOU?







SUPER NINTENDO® ENTERTAINMENT SYSTEM

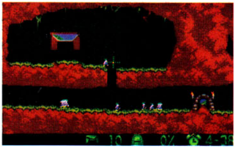
DEVELOPMENT DISPATCH

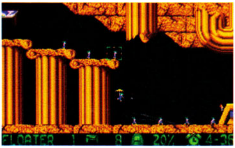
The two games featured this month in Development Dispatch are both great examples of how the Super NES allows maximum creativity for game programmers around the world. Lemmings was designed in Great Britain, while True Golf Classics comes to U.S. shores from Japan. There's a world of fun out there.

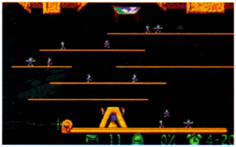
Just Around The Corner

LEMMINGS

Save the Lemmings! That's the battle cry that crossed the Atlantic when Psygnosis, a British game developer, introduced Lemmings for the PC. Now Sun Soft is bringing the game to the Super NES. The idea is simple. A group of Lemmings (tiny, rodent-like characters who march mindlessly until given a purpose) must dig, bomb, bash and climb their way past a series of obstacles in every stage to reach the door. Your job is to assign special skills to well-positioned Lemmings in order to clear a path through the increasingly difficult mazes.




FLOATER 1 8 20% 4-35

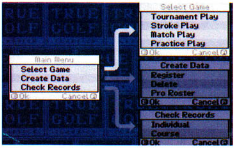


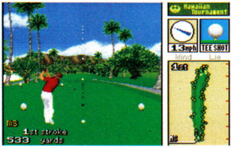
Just Around The Corner

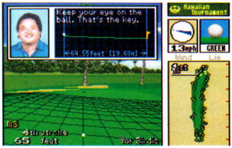
TRUE GOLF CLASSICS

Waialae
Country Club

T&E Soft's True Golf Classics: Waialae is an ambitious golf game for the true golf fanatic. Everything you can do on a real course you can do here. The course duplicates the championship 18 of the Waialae Country Club in Hawaii. T&E's programmers visited the course, got tips from the pro and included the notorious trade winds that make it so challenging. The control is super impressive. We truly felt like we were out there. The next T&E classic is slated to be Pebble Beach. Fore!


Main Menu
Select Game
Create Data
Check Records
Ok Cancel
Select Game
Tournament Play
Stroke Play
Match Play
Practice Play
Ok Cancel
Create Data
Register
Delete
Pro Roster
Ok Cancel
Check Records
Individual
Course
Ok Cancel

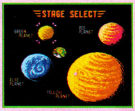

Hawaiian Tournament
13mph
TEE SHOT
Wind
Lie
1st
18
1st stroke
533 yards

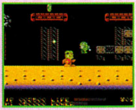

Keep your eye on the ball. That's the key.
64.55feet (19.68m)
Hawaiian Tournament
13mph
GREEN
Wind
Lie
4th stroke
65 feet
for Birdie

GOSSIP GALORE

BUCKY O'HARE

Konami's whimsical space-faring bunny, Bucky O'Hare, is out to save his buddies who were captured by some ruthless extra-galactic toads and hidden on four planets. The NES graphics are bold and colorful and the action is very fast. Jumping and shooting are the keys to success. The early version has a stage select and passwords to keep you hopping along.





SUPER SPORTS FROM EA

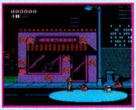
Super NES sports fans should keep their eyes open for anything marked Electronic Arts. Why? Because EA has dedicated its resources to providing some super sports games including titles for baseball, golf, basketball, hockey as well as the PC hit John Madden's Football. If the other titles are anything like JMF, expect sophistication that will be hard to beat on the field or on the Super NES.

ELECTRONIC ARTS

ATTACK OF THE KILLER TOMATOES

One of the great cult movies is coming to the NES and Game Boy. Attack of the Killer Tomatoes from T.H.Q and Imagineering stars Chad Finletter as the unwilling hero who must stop a mad scientist about to unleash the dreaded Doomsday Tomato. Beefsteak, Mummato, Fang, Ketchuck and Tomacho plus all the Killer Tomatoes stalk Chad. Yes, these violent vegetables have a taste for human flesh. Chad must jump and stomp them into ketchup if San Zucchini is to be saved.

ATTACK
of the
KILLER
TOMATOES



RUMOR WRAP UP

What's the biggest news for '92? That's a tough question with so much going on, but here are a few titles that we've heard about: The Hook from Sony (based on the Steven Spielberg movie staring Robin Williams, Dustin Hoffman and Julia Roberts), Mega Man IV from Capcom (starring the one and only Mega Man), and Lagoon from Kemco-Seika (a Super NES adventure from the company that produced Shadowgate, Déjà Vu and Drakkhen). These are just a few of the highlights.

PAK WATCH

NES PLANNER

COMING SOON

Attack of the Killer Tomatoes
Avengers
Barbie
Bio Force Ape
Bucky O'Hare
Contra Force
Cyberball
The Empire Strikes Back
The Flintstones
G.I. Joe 2
Hammerin' Harry
Mega Man IV
Might & Magic
Nightshade
Overlord
Rocky
Secret Ties
Space Shuttle Project
Terminator 2: Judgment Day
The Addams Family
Tiny Toon Adventures
TMNT III
Toki
Toxic Crusaders
Ufouria
Ultimate Air Combat
Uncharted Waters
Wizards & Warriors III

SUPER NES PLANNER

COMING SOON

Castlevania IV
Joe & Mac: Caveman Ninja
Final Fantasy II
Final Fight
John Madden's Football
Lemmings
Nolan Ryan's Baseball
PGA Tour Golf
Populous
RPM Racing
Super Battletank
Super Play Action Football
True Golf Classics: Waialae
Wanderers From Ys

NINTENDO POWER® Bulletin Board

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman.
Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): F-Zero, Star Trek, Roger Clemens Baseball, Metroid, Shatterhand.

To order your back issues, use the form in the Player's Poll section of this issue.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

Strategy Guides Now Available:

Volume 13: Super Mario Bros. 3
Volume 15: Ninja Gaiden II
Volume 17: Final Fantasy
Volume 19: 4-Player Extra

Tip Books Available:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form in the Player's Poll section of this issue.

SPECIAL OFFERS

Issues from our first two years are available only in special collectors' sets. You won't find these issues at newsstands, and you won't find this information anywhere else!

The First-Year Set includes in-depth reviews of the following games:

—Super Mario Bros. 2
—Ninja Gaiden
—Castlevania II—Simon's Quest
—Zelda II—The Adventure of Link
—Teenage Mutant Ninja Turtles.

The Second-Year Set covers these games:

—Mega Man II
—Dragon Warrior
—Super Mario Bros. 3
—Tetris
—Final Fantasy

Player's Guides available now at $15 each:

—The NES Game Atlas
—The Game Boy Player's Guide

To take advantage of our special offers, use the form in the Player's Poll section of this issue and order now!

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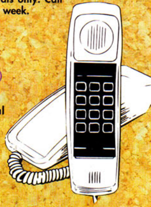

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PLAYER'S POLL CONTEST WINNERS FROM JULY 1991

GRAND PRIZE: A TRIP TO NINTENDO HEADQUARTERS AND A SUPER NES

WINNERS: Michael Delao, Corona, CA
Laura McSpedon, Pound Ridge, NY
Chris Ruggeri, Pittsburg, PA

SECOND PRIZES: GAME BOY SYSTEMS

WINNERS: Jedediah Jay Allen, Beards Fork, WV; Alex Curtis, Sandy, UT; Anthony Ehlers, Milan, IL; David L. Hite, Warsaw, IN; Kyle Paulette, Spout Springs, VA; Timothy S. Williamson, Sitka, AK.

THIRD PRIZES: NES ADVANTAGE JOYSTICKS

WINNERS: Ed Breslin, Selden, NY; Jeff Hignite, Hazard, KY; Timothy B. Hall, Bradenton, FL; Travis A. Maxwell, Annadale, VA; Hernando Melo, Milwaukee, WI; Mike Prudic, North Roalton, OH; Todd Tescher, Minneapolis, MI; Ben Thompson, Hawthorne, NV; Mike Vescovo, Des Peres, MO.

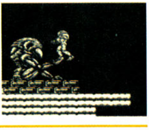
FOURTH PRIZES: NINTENDO POWER JERSEYS

WINNERS: Jason Adams, Hope Mills, NC; Michael Best, Nine Mile Falls, WA; Clark Bongiovanni, Lancaster, CA; Robert Bueck, Olmstead Falls, OH; Ben Burrage, Lexington, MA; Nate DaLay, St. Louis, MO; Michael Dick, Cleves, OH; Justin Duplain, Omaha, NE; Jason Edrington, Broomfield, CO; Robert Fresia, Newark, NJ; Bobby Garrison, San Antonio, TX; John M. Gates, Eureka, CA; Brandon S. Gleason, Elk Rapids, MI; David Greenberg, Danbury, CT; Lucas Hardison, Ellsworth, ME; Derek Hines, West Linn, OR; David Hobday, Brea, CA; Cliff Hudson, Ketchikan, AK; Lucas Jolly, Houston, TX; Ryan D. Jones, Bartlett, TN; Allen C. Knapp, Artesia, NM; Vermont Lasmarias, Tacoma, WA; Juan Leal, Miami, FL; Jason Longozo, Oak Harbor, WA; Paul Marks, Jackson, MI; Alex Misiura, Yermo, CA; Ross Smith, Bel Air, MD; Alexander Sue, Honolulu, HI; Christopher Williams, Ft. Hauchuca, AZ; Buddy Wilson, North Pole, AK.

NEXT ISSUE

COMING NEXT MONTH:

METROID II: RETURN OF SAMUS

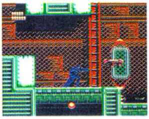


The longest awaited sequel ever is about to arrive! Space adventurer Samus Aran rockets to the home planet of the evil blob-like Metroids and discovers that they're more sophisticated than originally thought.

TINY TOON ADVENTURES

Montana Max has rabbit-napped Buster Bunny's buddy Babs and now Buster's got to hop to her rescue. Toon into this wacky thriller next issue and you'll learn how to make sure that the story has a happy ending.

BATMAN: RETURN OF THE JOKER



While the Joker did take a dive off Gotham Cathedral in Sunsoft's last Batman adventure, he's back again to battle a bigger, badder Batman and this time he's not going to let the Joker off the hook so easily.

ACTRAISER

ACT1
PLAYER
ENEMY
TIME 244
SCORE 3500

We gave you a glimpse of this Super NES adventure a few issues ago and now we're coming back with a full-blown review. Get set for great graphics and heart-stopping action along with more strategy-oriented play.

Dear Readers,

Early this summer, as the movie Robin Hood: Prince of Thieves was about to be released to theatres, we decided to ride on the coattails of Robin Hood mania and feature the NES adaptation of the movie on our cover. As I write this in late September however, the game is yet to be released and may not hit the shelves until snow hits the ground. While we try to cover games that you can immediately find at your local NES retailer, the long lead time for designing, writing and printing articles for the magazine often makes it difficult to know which games will be out when the magazine is sent to you. We do let a few reviews slip by, but we've caught some too. We were, for instance, planning to put Metroid II: Return of Samus on this issue's cover but, the programmers are still fine tuning the game, so we've held off for another issue. Here's hoping that future games and future reviews are released within closer proximity.

George Sinfield

George Sinfield Power Editor

NINTENDO POWER
VOLUME 26
ROBIN HOOD
PRINCE OF THIEVES
Hit Movie, Hot Game
Game Boy
Altered Space
"Roger Rabbit"
Contest!
Win A Trip To Pick Up Your Super NES
Official Nintendo Seal of Quality
THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

The issue looks great, but where's the game? We're still waiting.

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TRIPLE PLAY

Nintendo gives you the power to choose. Classic power. Portable power. Super power. Any way you play, you'll win with Nintendo—three times over.